



# imec

## WIRELESS EXPERIMENTATION WITH SDR: THE WAY TO DRIVE INNOVATION

INGRID MOERMAN

# WIRELESS INNOVATION

- ▶ HOW?
- ▶ SDR IS KEY
- ▶ FUTURE VISION

# WIRELESS INNOVATION – HOW?

# WIRELESS INNOVATION - HOW?

## THEORETICAL ANALYSIS

- 😊 Link level models & analysis
  - PHY design
  - Channel models
- 😊 (Best case) system capacity models
- 😊 Static & deterministic systems

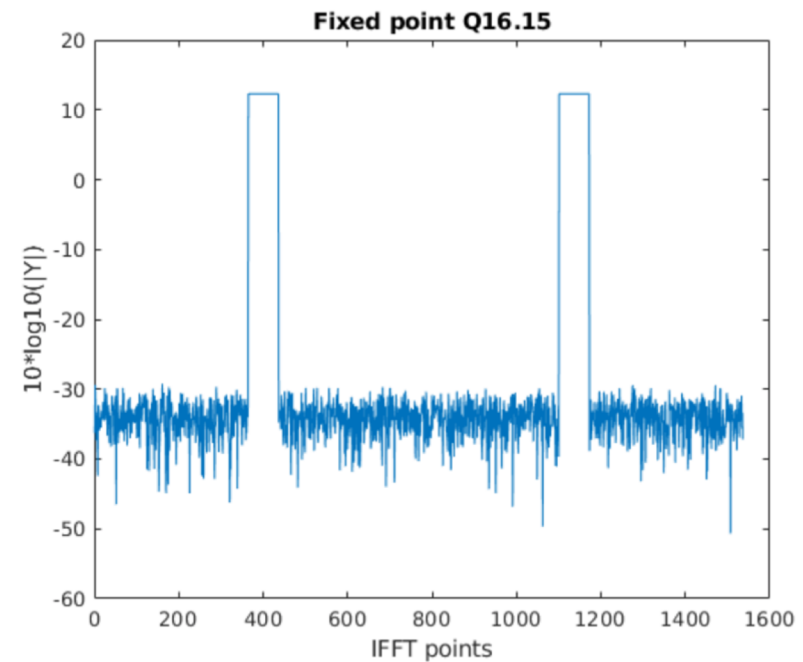
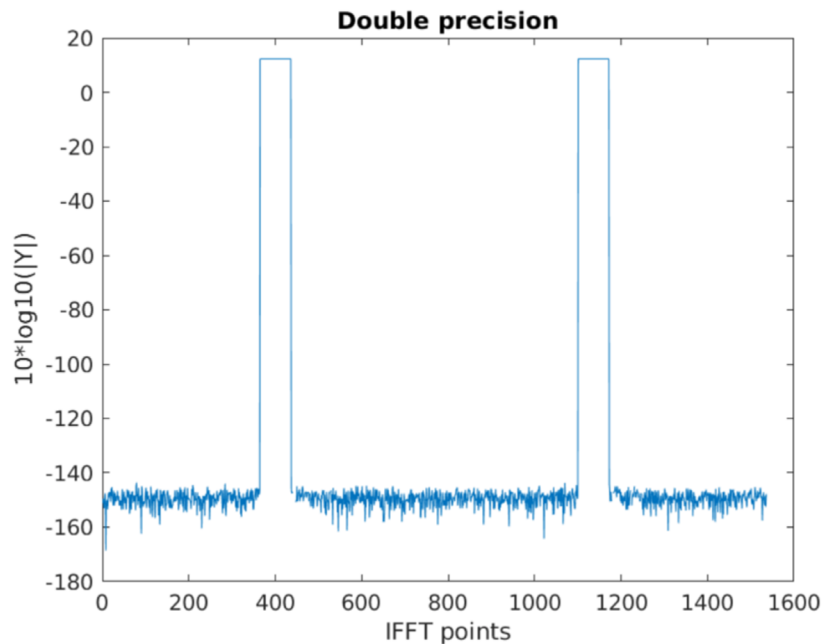


# WIRELESS INNOVATION - HOW?

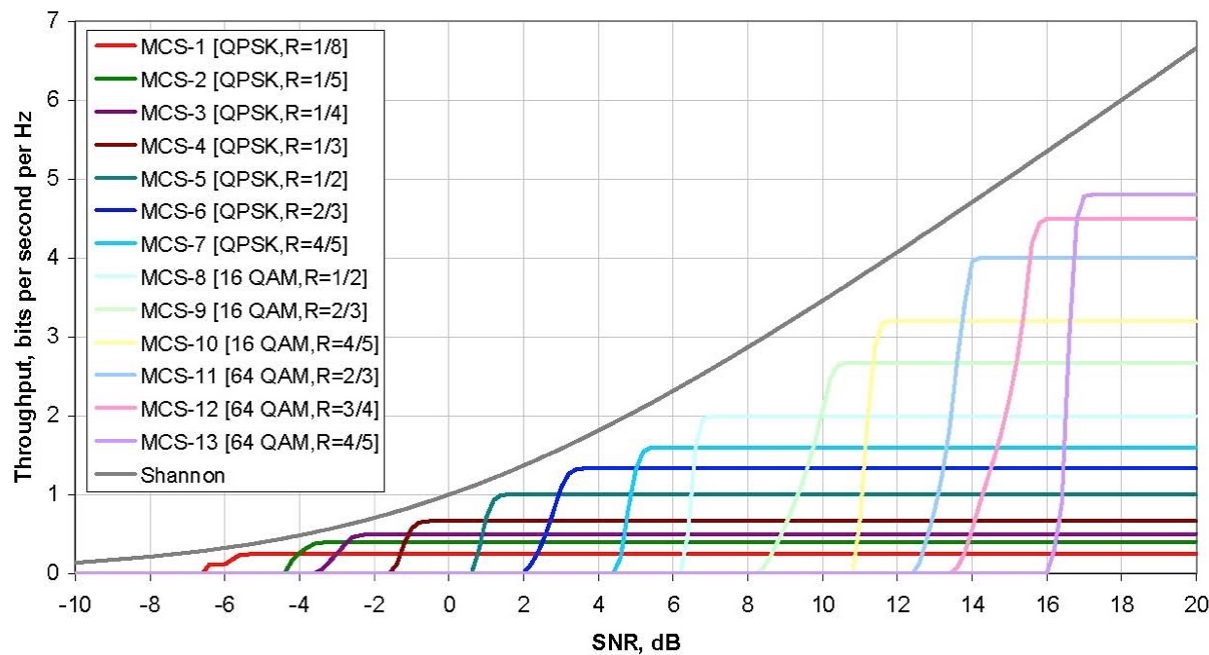
## THEORETICAL ANALYSIS

- 😊 Link level models & analysis
  - PHY design
  - Channel models
- 😊 (Best case) system capacity models
- 😊 Static & deterministic systems
- 😞 Dynamic & non-deterministic systems
- 😞 Hard to model beyond PHY/link
- 😞 Hard to model realistic environments and wireless impairments: interference, multi-path, fading, shadowing...
- 😞 Hard to take into account hardware/implementation related constraints

- Example: Signal-to-Noise Ratio (SNR)
  - Double precision is not supported on ASIC/FPGA → noise floor elevation due to quantization



- Example: Signal-to-Noise Ratio (SNR) for LTE
  - Double precision is not supported on ASIC/FPGA → noise floor elevation due to quantization



Theoretical analysis may lead to **WRONG** coverage and capacity estimations

# WIRELESS INNOVATION - HOW?

THEORETICAL ANALYSIS	SIMULATION
<ul style="list-style-type: none"><li>😊 Link level models &amp; analysis<ul style="list-style-type: none"><li>• PHY design</li><li>• Channel models</li></ul></li><li>😊 (Best case) system capacity models</li><li>😊 Static &amp; deterministic systems</li><li>😞 Dynamic &amp; non-deterministic systems</li><li>😞 Hard to model beyond PHY/link</li><li>😞 Hard to model realistic environments and wireless impairments: interference, multi-path, fading, shadowing...</li><li>😞 Hard to take into account hardware/implementation related constraints</li></ul>	<ul style="list-style-type: none"><li>😊 Network level analysis</li><li>😊 Scalability analysis</li><li>😊 Easy implementation</li><li>😊 Controlled environment (e.g. topology)</li><li>😊 No need for hardware</li></ul>

# WIRELESS INNOVATION - HOW?

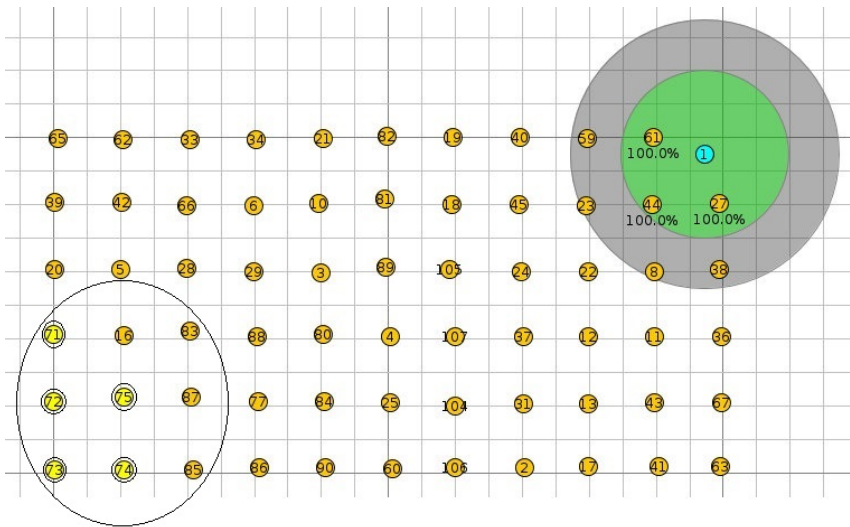
THEORETICAL ANALYSIS	SIMULATION
<ul style="list-style-type: none"><li>😊 Link level models &amp; analysis<ul style="list-style-type: none"><li>• PHY design</li><li>• Channel models</li></ul></li><li>😊 (Best case) system capacity models</li><li>😊 Static &amp; deterministic systems</li><li>😞 Dynamic &amp; non-deterministic systems</li><li>😞 Hard to model beyond PHY/link</li><li>😞 Hard to model realistic environments and wireless impairments: interference, multi-path, fading, shadowing...</li><li>😞 Hard to take into account hardware/implementation related constraints</li></ul>	<ul style="list-style-type: none"><li>😊 Network level analysis</li><li>😊 Easy implementation</li><li>😊 No need for hardware</li><li>😊 Controlled environment (e.g. topology)</li><li>😊 Scalability analysis</li><li>😞 Limited realism<ul style="list-style-type: none"><li>• oversimplified channel models</li><li>• unrealistic scenarios</li><li>• hard to simulate interference</li><li>• hardware constraints not considered</li><li>• synthetic data sets may not work</li><li>• <b>WRONG</b> assumptions</li></ul></li></ul>

## SIMULATION

## LIMITED REALISM OF SIMULATORS

### Unrealistic grid topologies

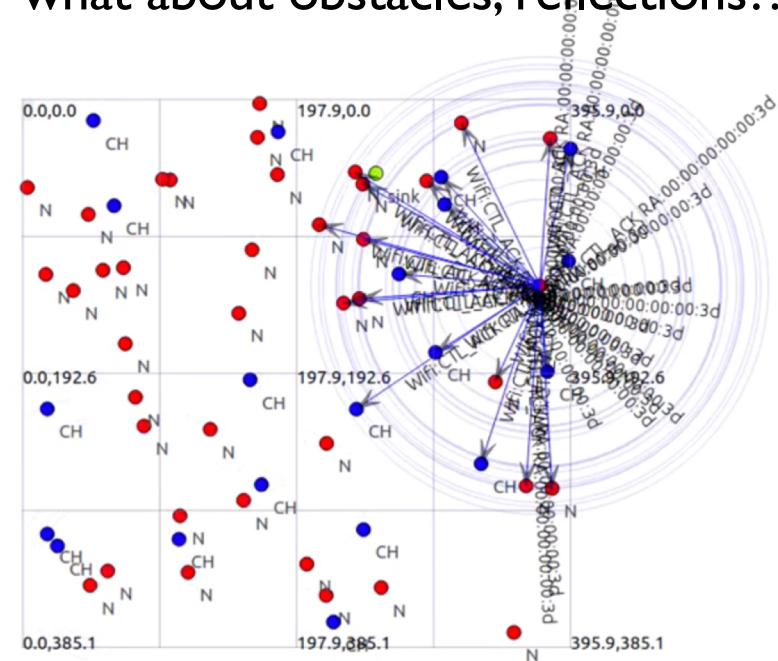
artificial multi-hop domain



M Ali Lodhi et al., KSII Transactions on Internet and Information Systems, Vol. 11, No. 4, Apr. 2017

### Oversimplified channel models

what about obstacles, reflections...?

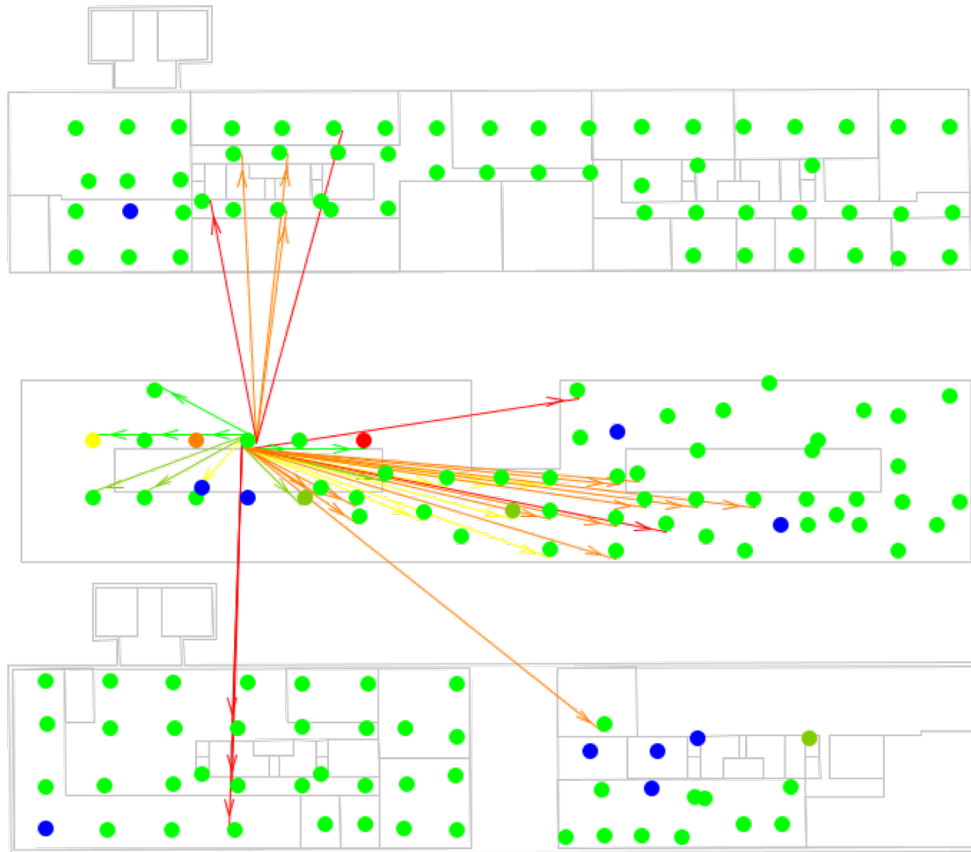


<https://youtu.be/8Vm2Jlg8faU>

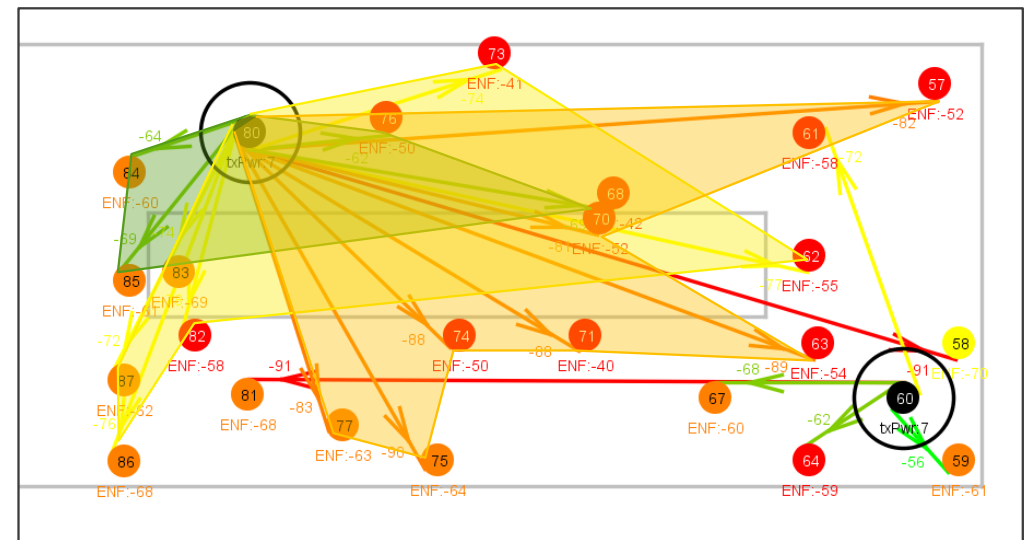
## SIMULATION

## LIMITED REALISM OF SIMULATORS

- Example: real-life collision domain
  - Influenced by obstacles, wall & ceilings, antenna



3 floors  
18 x 90 m<sup>2</sup>





## SIMULATION

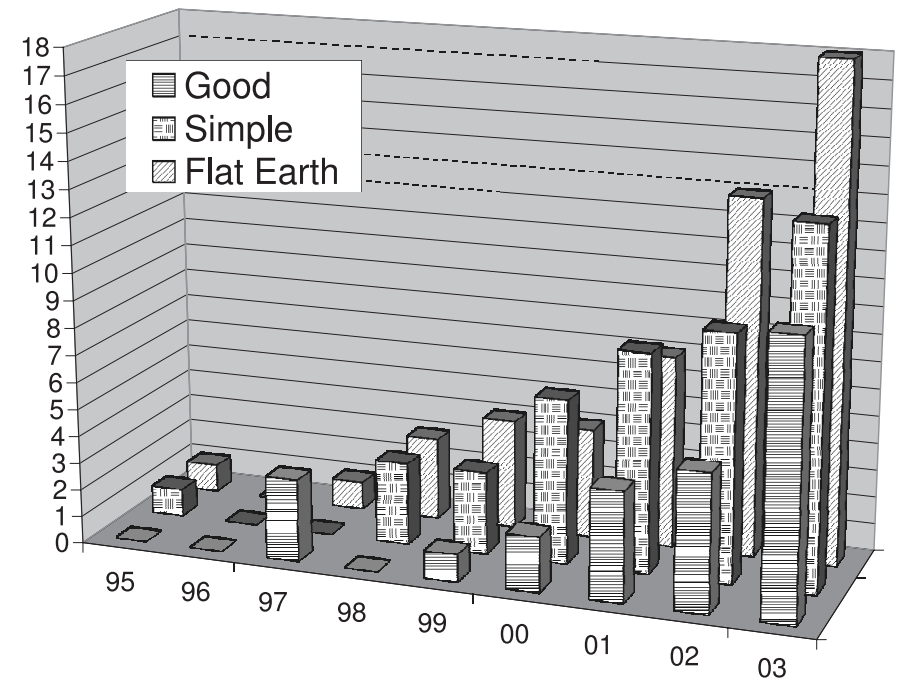
## WRONG ASSUMPTIONS

- The world is flat
- There are only line-of-sight transmissions
- The transmission area of a radio is circular (perfect omnidirectional antennas)
- All radios have equal range
- Radio links are perfectly symmetrical
- Signal strength is a simple function of distance
- Transmit power range is identical for all devices
- Events are uniformly distributed in sensor networks and every event is independent of other events
- ...

STILL MANY "SIMPLE" & "FLAT EARTH" SIMULATIONS TODAY!

Newport, C., Kotz, D., Yuan, Y., Gray, R. S., Liu, J., & Elliott, C. (2007). Experimental Evaluation of Wireless Simulation Assumptions, SIMULATION, 2007, 83(9), 643–661.

Number of papers in each year of Mobicom and MobiHoc



**Flat Earth:** 2D, no packet loss

**Simple:** simple “more realistic” model, includes delay & packet losses

**Good:** empirical models based on extensive experimental data

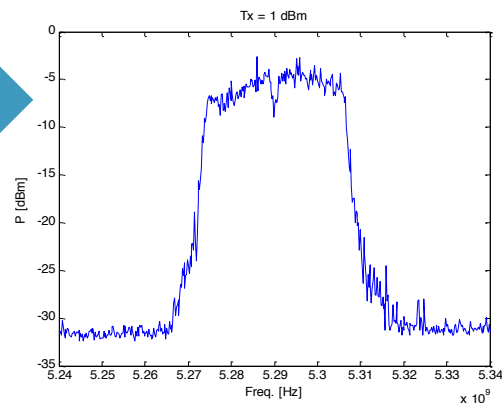


## SIMULATION

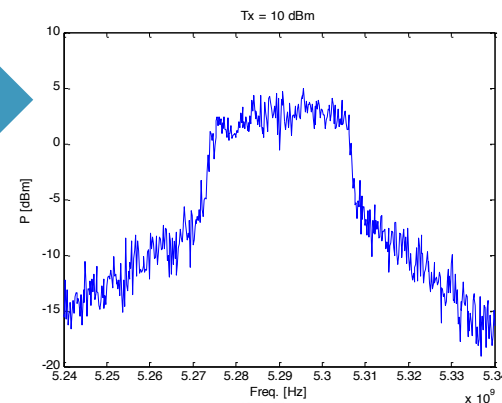
## HARDWARE/IMPLEMENTATION RELATED CONSTRAINTS

- Example: hardware limitations of off-the-shelf Wi-Fi cards

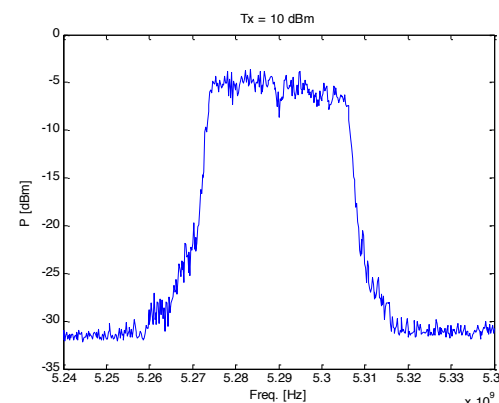
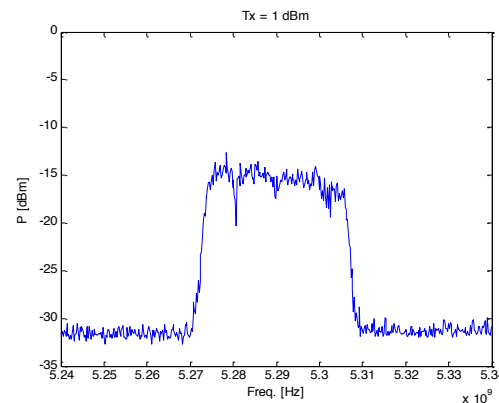
Vendor 1



High Tx power (10 dBm)



Vendor 2



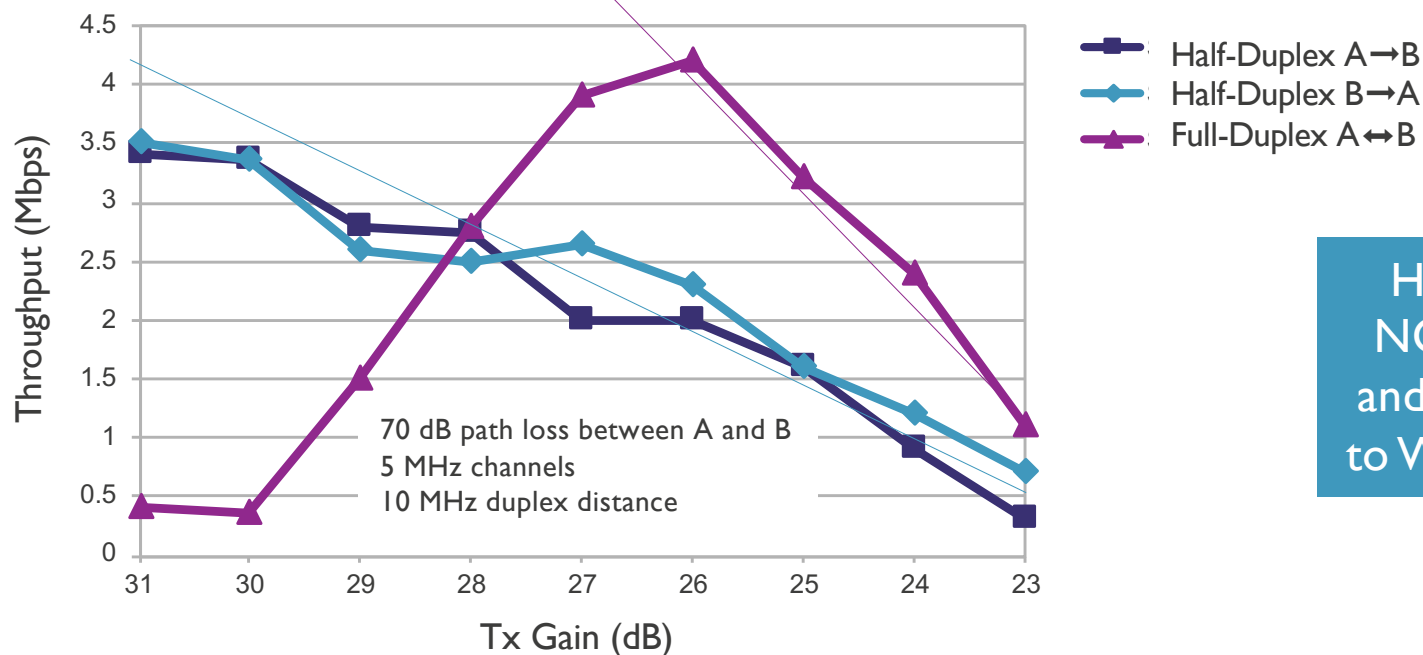
Different Wi-Fi cards have different behavior in terms of Tx power and out-of-band emission

Simulations do not consider interference between “non-overlapping” channels

## THEORETICAL ANALYSIS SIMULATION

## HARDWARE/IMPLEMENTATION RELATED CONSTRAINTS

- Example: full duplex operation and/or multi-radio operation
  - Non-linear gain + self-interference effects → distortion & noise floor elevation

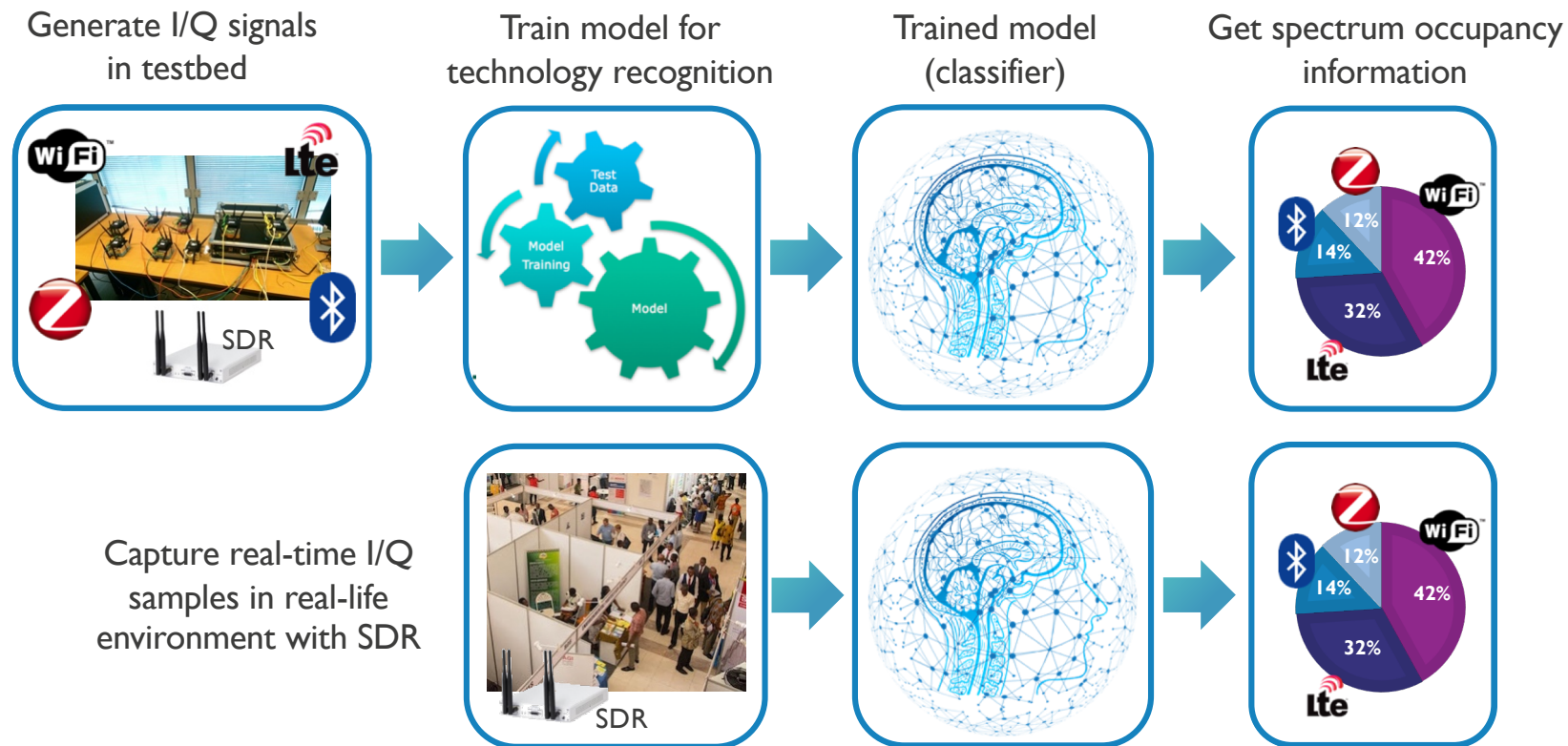


Hardware constraints are  
NOT considered in models  
and simulations and may lead  
to **WRONG** operation modes

## SIMULATION

## LIMITED REALISM OF SIMULATORS

- Example: simulator for creating data sets for machine learning

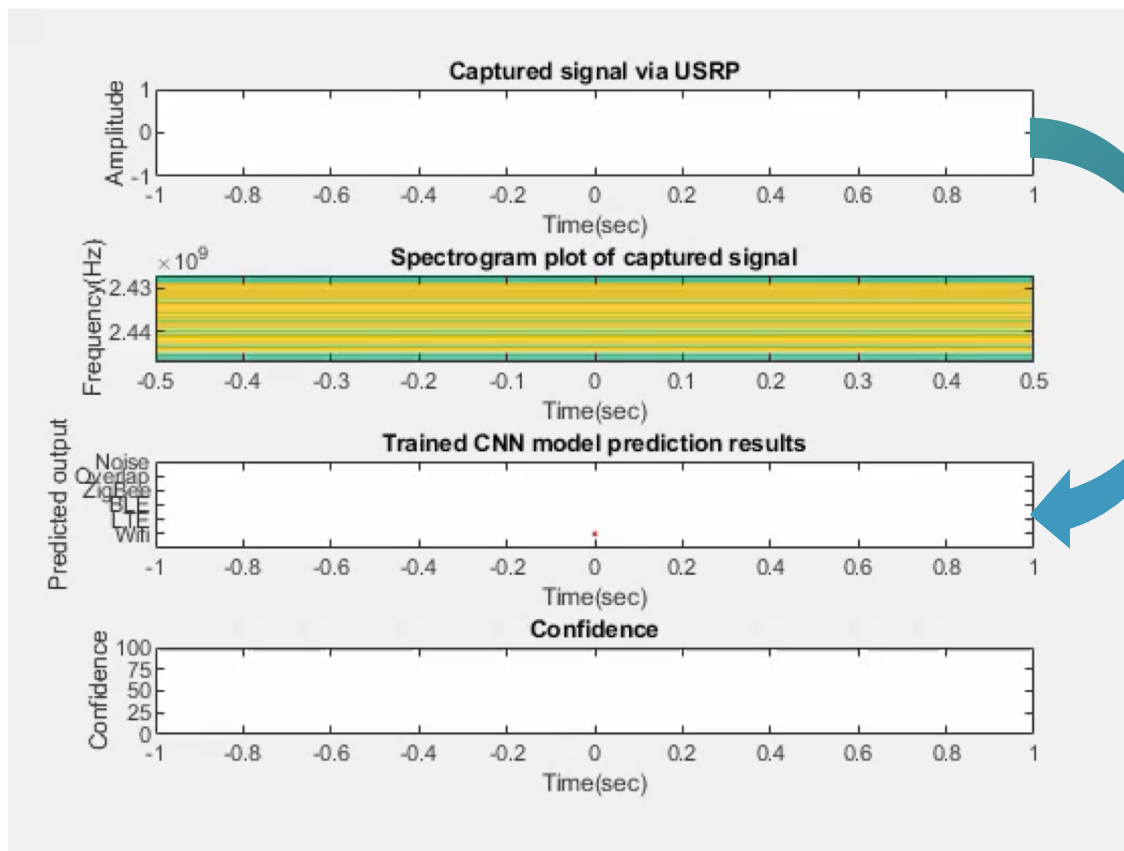


Be careful with synthetic data!

## SIMULATION

## LIMITED REALISM OF SIMULATORS

- Example: Real-life I/Q samples for creating data sets for machine learning



See demo @ INFOCOM2019

**“Identification of LPWAN Technologies using Convolutional Neural Networks”**

Wed. May 1<sup>st</sup>, 10:30 – 12:30

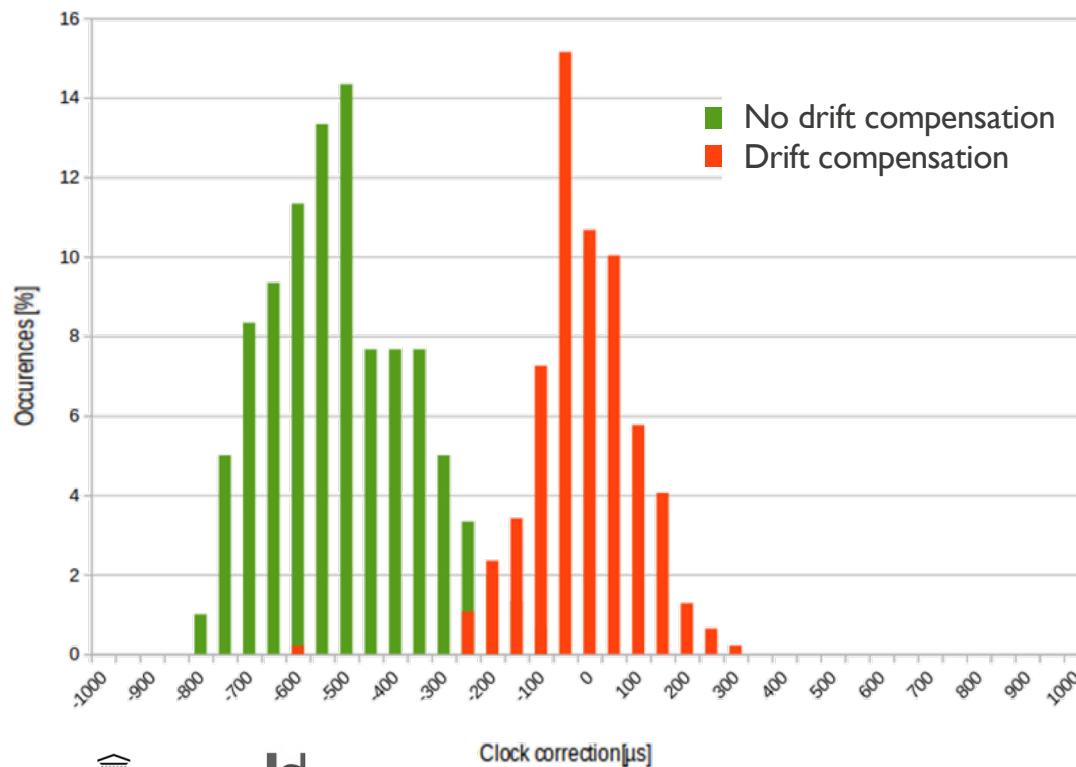
# WIRELESS INNOVATION - HOW?

THEORETICAL ANALYSIS	SIMULATION	EXPERIMENTATION
<ul style="list-style-type: none"><li>😊 Link level models &amp; analysis<ul style="list-style-type: none"><li>• PHY design</li><li>• Channel models</li></ul></li><li>😊 (Best case) system capacity models</li><li>😊 Static &amp; deterministic systems</li><li>😞 Dynamic &amp; non-deterministic systems</li><li>😞 Hard to model beyond PHY/link</li><li>😞 Hard to model realistic environments and wireless impairments: interference, multi-path, fading, shadowing...</li><li>😞 Hard to take into account hardware/implementation related constraints</li></ul>	<ul style="list-style-type: none"><li>😊 Network level analysis</li><li>😊 Easy implementation</li><li>😊 No need for hardware</li><li>😊 Controlled environment (e.g. topology)</li><li>😊 Scalability analysis</li><li>😞 Limited realism<ul style="list-style-type: none"><li>• oversimplified channel models</li><li>• unrealistic scenarios</li><li>• hard to simulate interference</li><li>• hardware constraints not considered</li><li>• synthetic data sets may not work</li><li>• <b>WRONG</b> assumptions</li></ul></li></ul>	<ul style="list-style-type: none"><li>😊 Realistic wireless environments (e.g. collision domain, coexistence, (self)interference, mobility...)</li><li>😊 Real hardware</li><li>😊 Real applications</li></ul>

# WIRELESS INNOVATION - HOW?

THEORETICAL ANALYSIS	SIMULATION	EXPERIMENTATION
<ul style="list-style-type: none"><li>😊 Link level models &amp; analysis<ul style="list-style-type: none"><li>• PHY design</li><li>• Channel models</li></ul></li><li>😊 (Best case) system capacity models</li><li>😊 Static &amp; deterministic systems</li><li>😞 Dynamic &amp; non-deterministic systems</li><li>😞 Hard to model beyond PHY/link</li><li>😞 Hard to model realistic environments and wireless impairments: interference, multi-path, fading, shadowing...</li><li>😞 Hard to take into account hardware/implementation related constraints</li></ul>	<ul style="list-style-type: none"><li>😊 Network level analysis</li><li>😊 Easy implementation</li><li>😊 No need for hardware</li><li>😊 Controlled environment (e.g. topology)</li><li>😊 Scalability analysis</li><li>😞 Limited realism<ul style="list-style-type: none"><li>• oversimplified channel models</li><li>• unrealistic scenarios</li><li>• hard to simulate interference</li><li>• hardware constraints not considered</li><li>• synthetic data sets may not work</li><li>• WRONG assumptions</li></ul></li></ul>	<ul style="list-style-type: none"><li>😊 Realistic wireless environments (e.g. collision domain, coexistence, (self)interference, mobility...)</li><li>😊 Real hardware</li><li>😊 Real applications</li><li>😞 Limited by off-the-shelf hardware platforms and drivers</li><li>😞 More complex implementation<ul style="list-style-type: none"><li>• hardware dependent</li><li>• often needs reverse engineering</li></ul></li><li>😞 Small to medium scale experiments</li><li>😞 Reproducibility?</li></ul>

- Example: time synchronization between nodes
  - A lot of clock drifts between different nodes → need for guard spaces



Time synchronization between wireless devices is still a big issue limiting MAC efficiency

Experiments with real hardware cannot be avoided

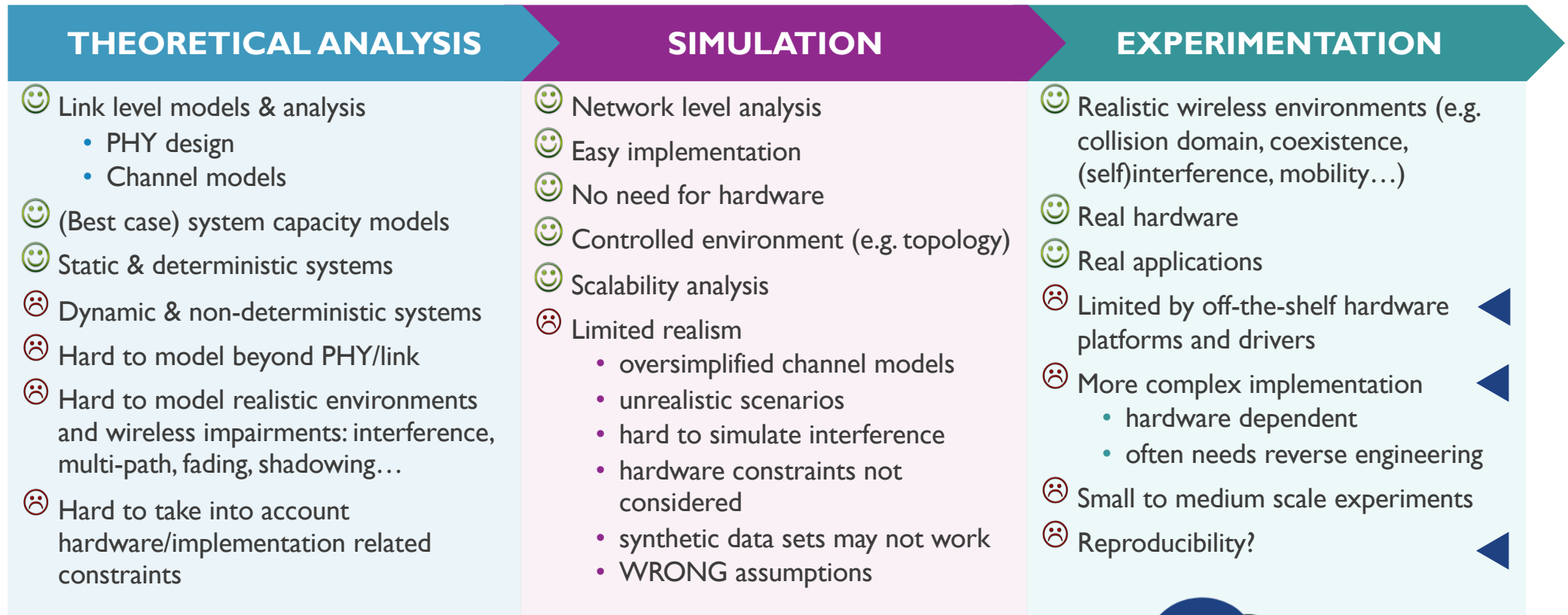
# WIRELESS INNOVATION - HOW?



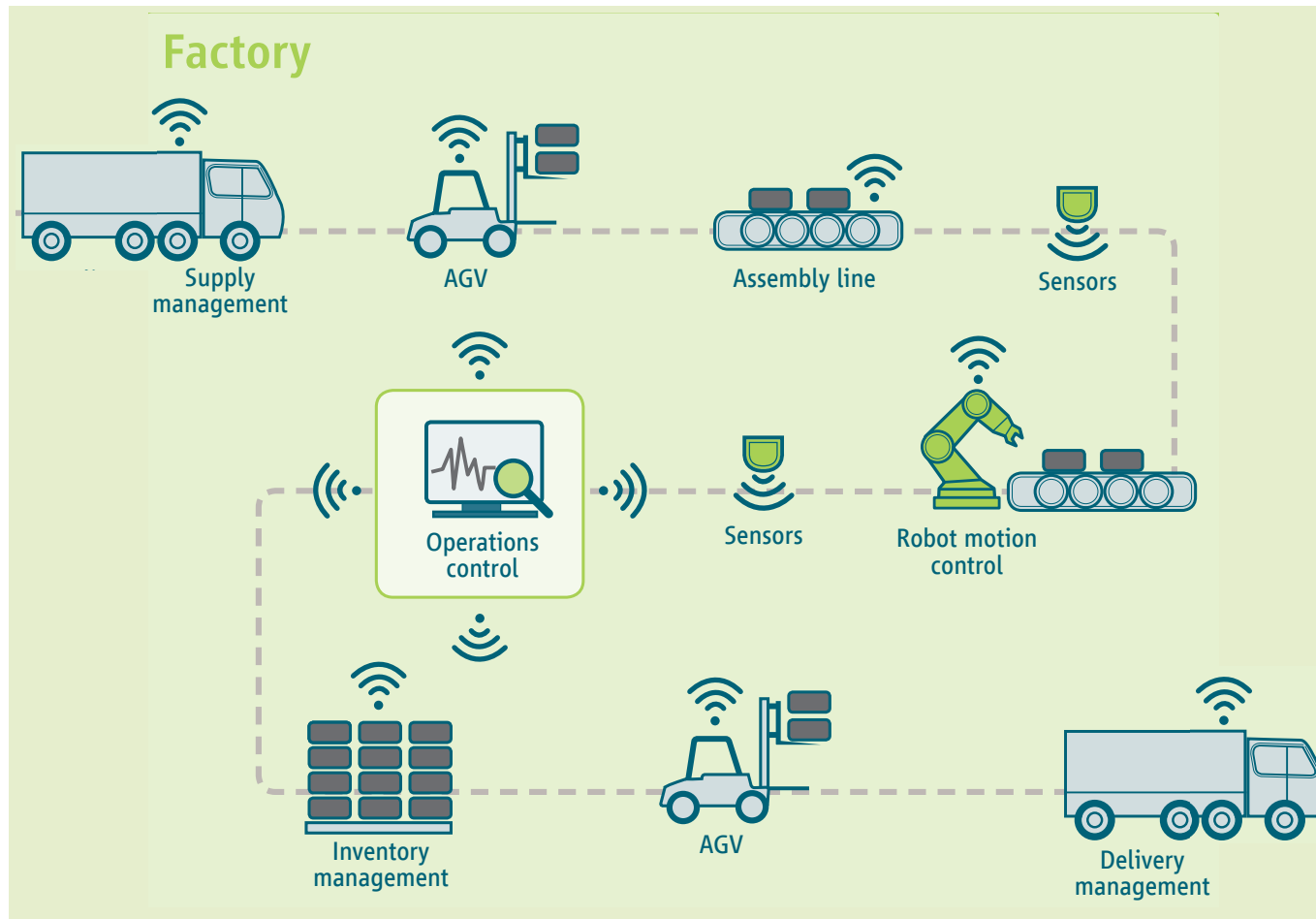


# WIRELESS EXPERIMENTATION – SDR IS KEY

# WIRELESS INNOVATION - HOW?



## DRIVING SHOWCASE: INDUSTRY 4.0



**5GACIA**  
5G Alliance for Connected Industries and Automation

[https://www.5g-acia.org/fileadmin/5G-ACIA/Publikationen/Whitepaper\\_5G\\_for\\_Connected\\_Industries\\_and\\_Automation/WP\\_5G\\_for\\_Connected\\_Industries\\_and\\_Automation\\_Korrektur\\_Download.pdf](https://www.5g-acia.org/fileadmin/5G-ACIA/Publikationen/Whitepaper_5G_for_Connected_Industries_and_Automation/WP_5G_for_Connected_Industries_and_Automation_Korrektur_Download.pdf)

# DRIVING SHOWCASE: INDUSTRY 4.0

Use case (high level)		Availability	Cycle time	Typical payload size	# of devices	Typical service area
Motion control	Printing machine	>99.9999%	< 2 ms	20 bytes	>100	100 m x 100 m x 30 m
	Machine tool	>99.9999%	< 0.5 ms	50 bytes	~20	15 m x 15 m x 3 m
	Packaging machine	>99.9999%	< 1 ms	40 bytes	~50	10 m x 5 m x 3 m
Mobile robots	Cooperative motion control	>99.9999%	1 ms	40-250 bytes	100	< 1 km <sup>2</sup>
	Video-operated remote control	>99.9999%	10 – 100 ms	15 – 150 kbytes	100	< 1 km <sup>2</sup>
Mobile control panels with safety functions	Assembly robots or milling machines	>99.9999%	4-8 ms	40-250 bytes	4	10 m x 10 m
	Mobile cranes	>99.9999%	12 ms	40-250 bytes	2	40 m x 60 m
Process automation (process monitoring)		>99.99%	> 50 ms	Varies	10000 devices per km <sup>2</sup>	

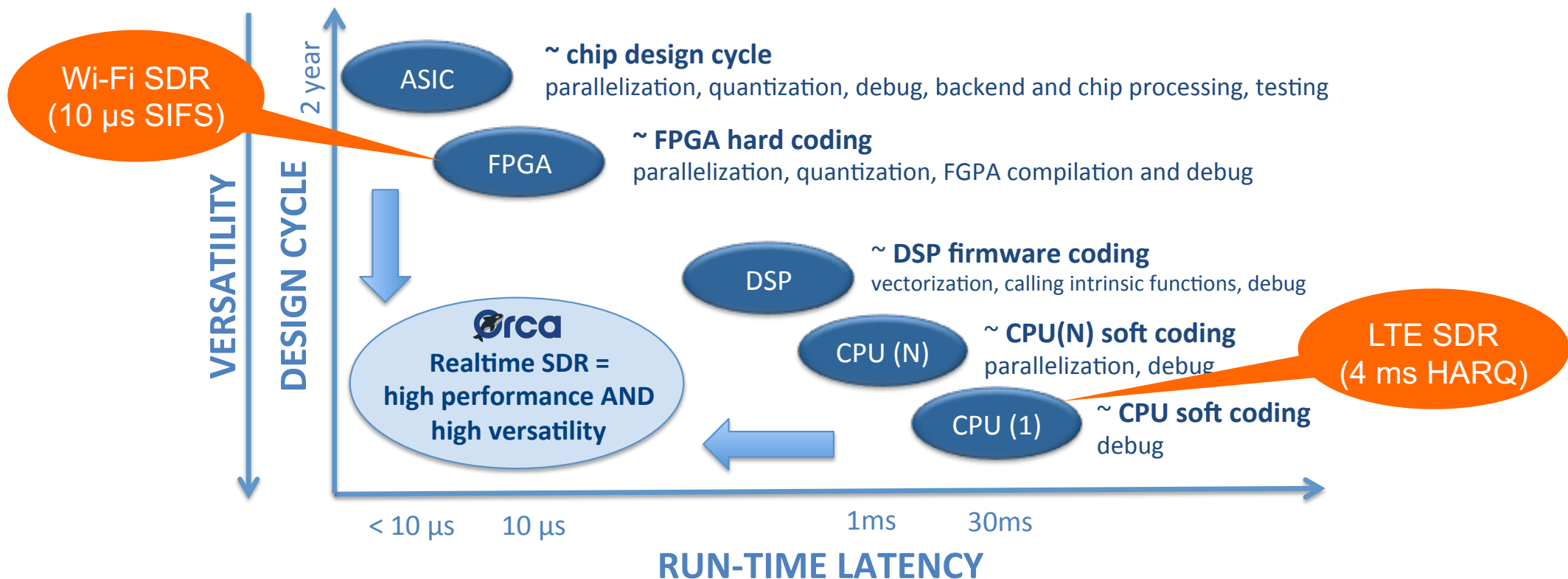
# DRIVING SHOWCASE: INDUSTRY 4.0

Use case (high level)		Availability	Cycle time	Typical payload size	# of devices	Typical service area
Motion control	Printing machine	>99.9999%	< 2 ms	20 bytes	>100	100 m x 100 m x 30 m
	Machine tool	>99.9999%	< 0.5 ms	50 bytes	~20	15 m x 15 m x 3 m
<b>HOW TO ACHIEVE DIVERSITY OF REQUIREMENTS</b> <ul style="list-style-type: none"> <li>• WITH A SINGLE WIRELESS TECHNOLOGY?</li> <li>• SHARING THE SAME SPECTRAL BANDS?</li> </ul> <b>HOW DO WE CONTROL?</b>						
panels with safety functions	Printing machines					
	Mobile cranes	>99.9999%	12 ms	40-250 bytes	2	40 m x 60 m
Process automation (process monitoring)		>99.99%	> 50 ms	Varies	10000 devices per km <sup>2</sup>	

## SCOPE

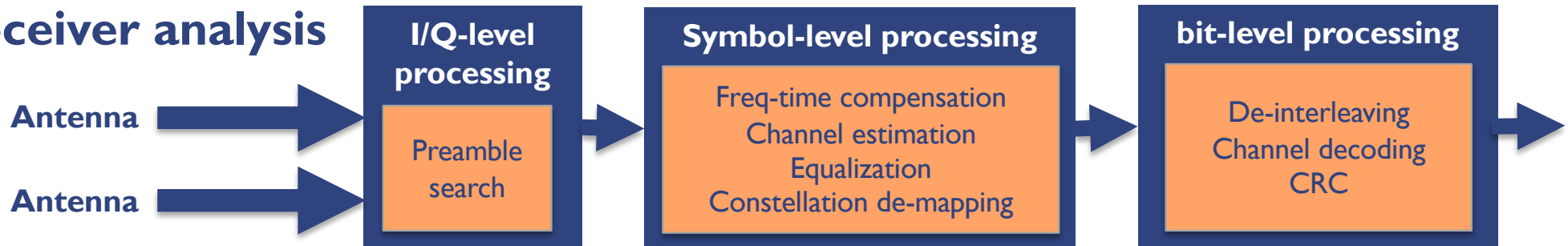
To offer **mature, real-time and versatile SDR platforms** in advanced wireless test facilities

Versatility = Flexibility + Reprogrammability



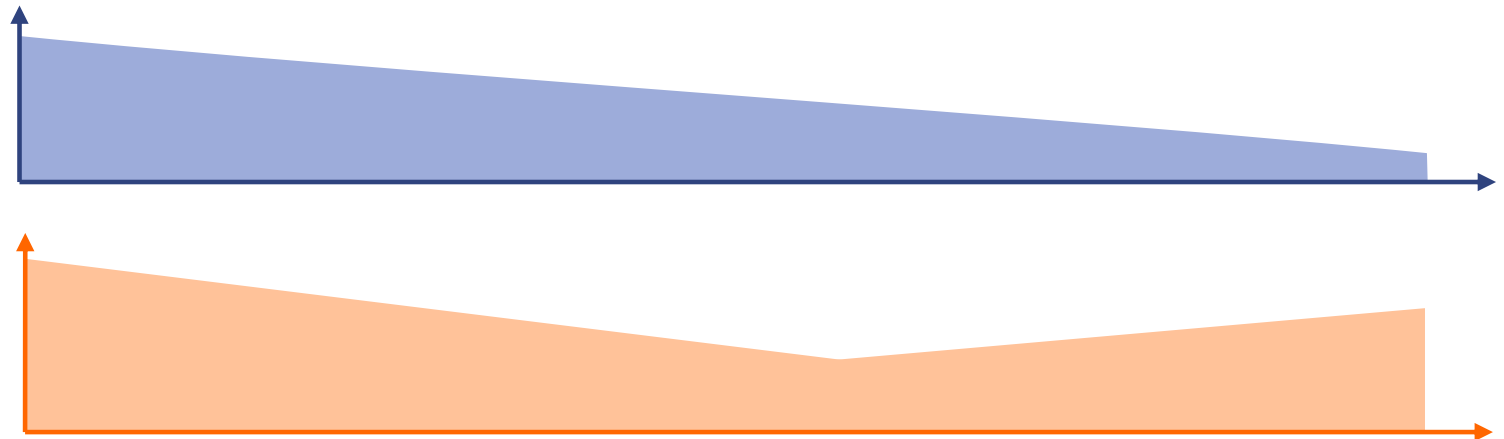
# SW (VERSATILITY) / HW (PERFORMANCE) DILEMMA

## Receiver analysis



**IO speed (bps)**  
20MHz WIFI: 1.28Gbps  
20MHz LTE: 1.97Gbps  
80MHz WIFI: 5.12Gbps

**Computation (MIPS)**

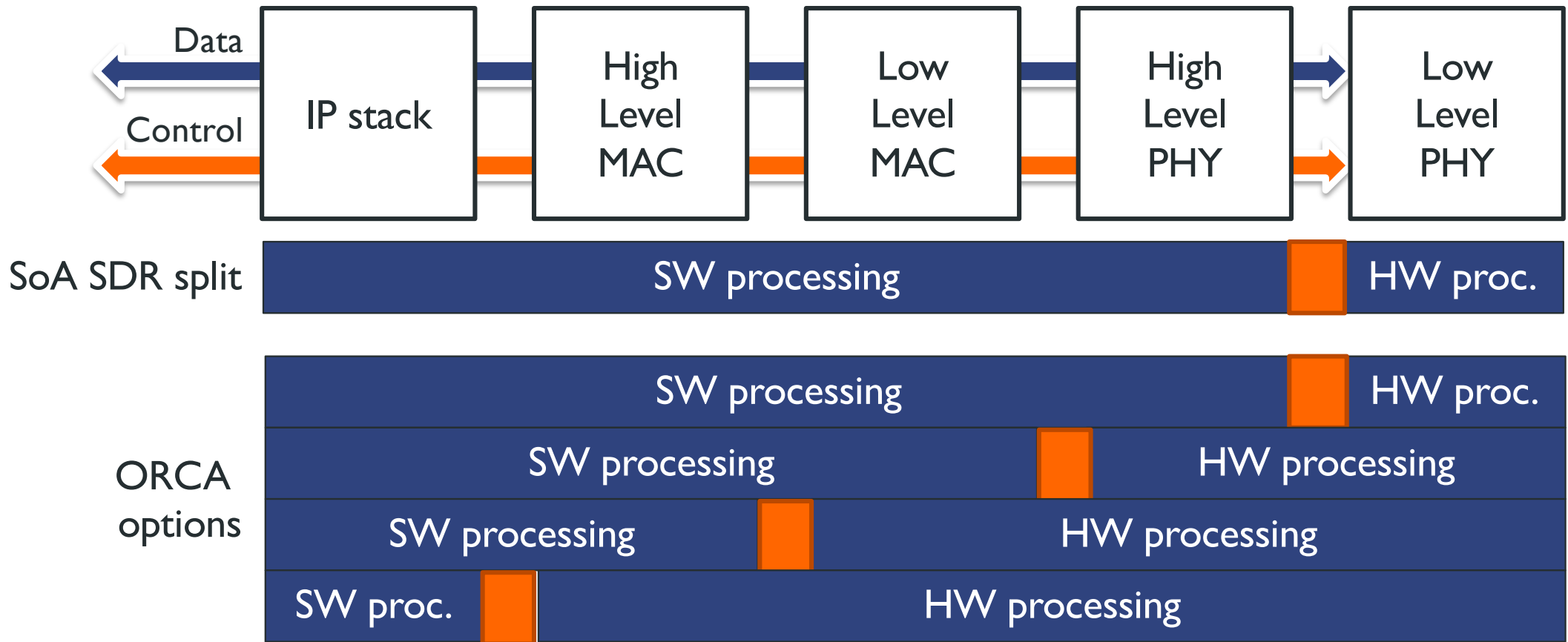


SW approach:

→ NOT REAL-TIME

→ NEED FOR HW ACCELERATION

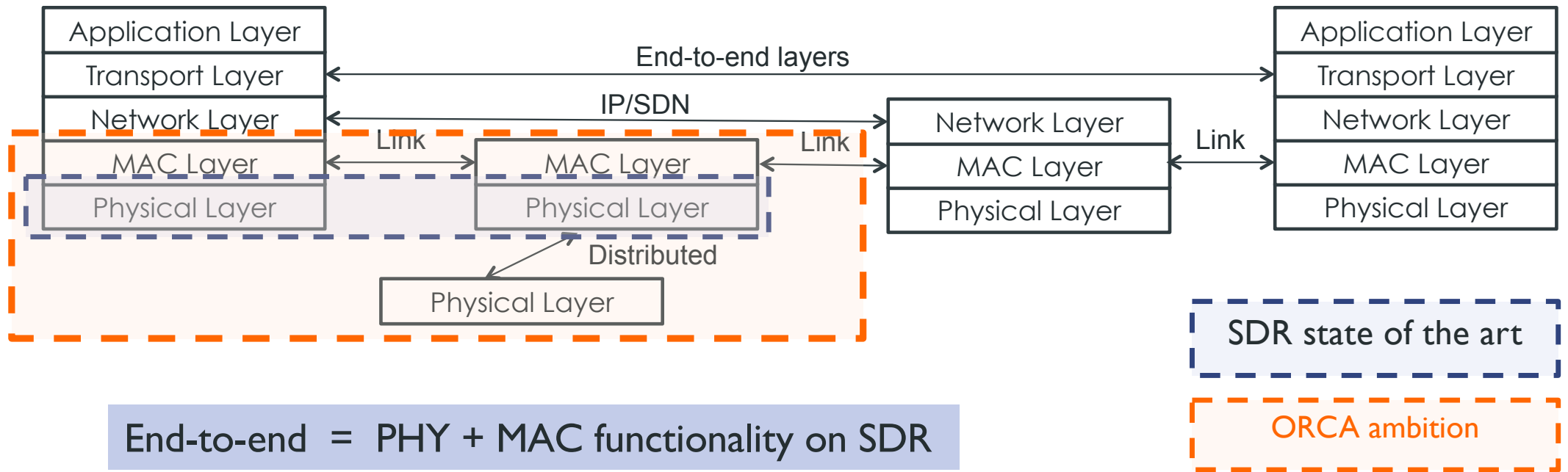
# ORCA AMBITION: TOWARDS MORE REAL-TIME IMPLEMENTATION





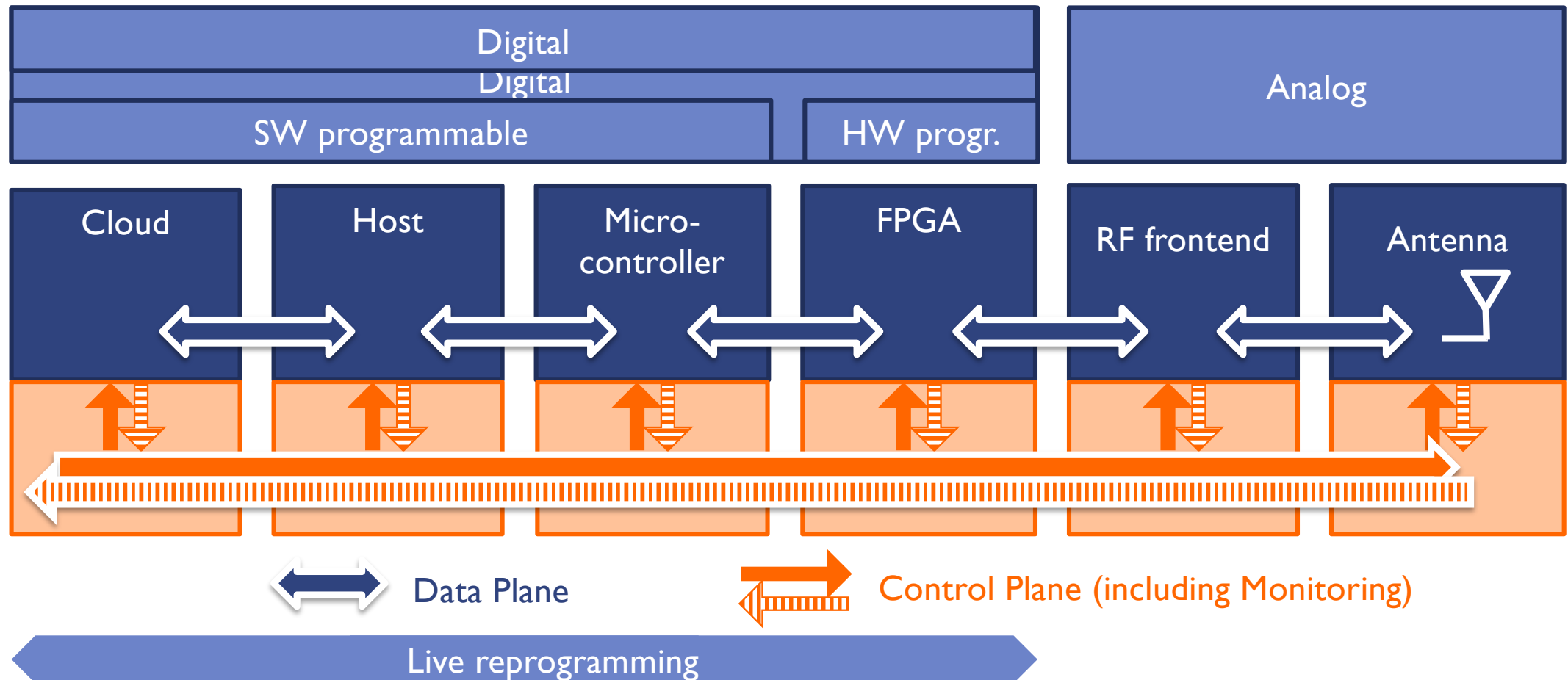
## SCOPE

### end-to-end networking experimentation

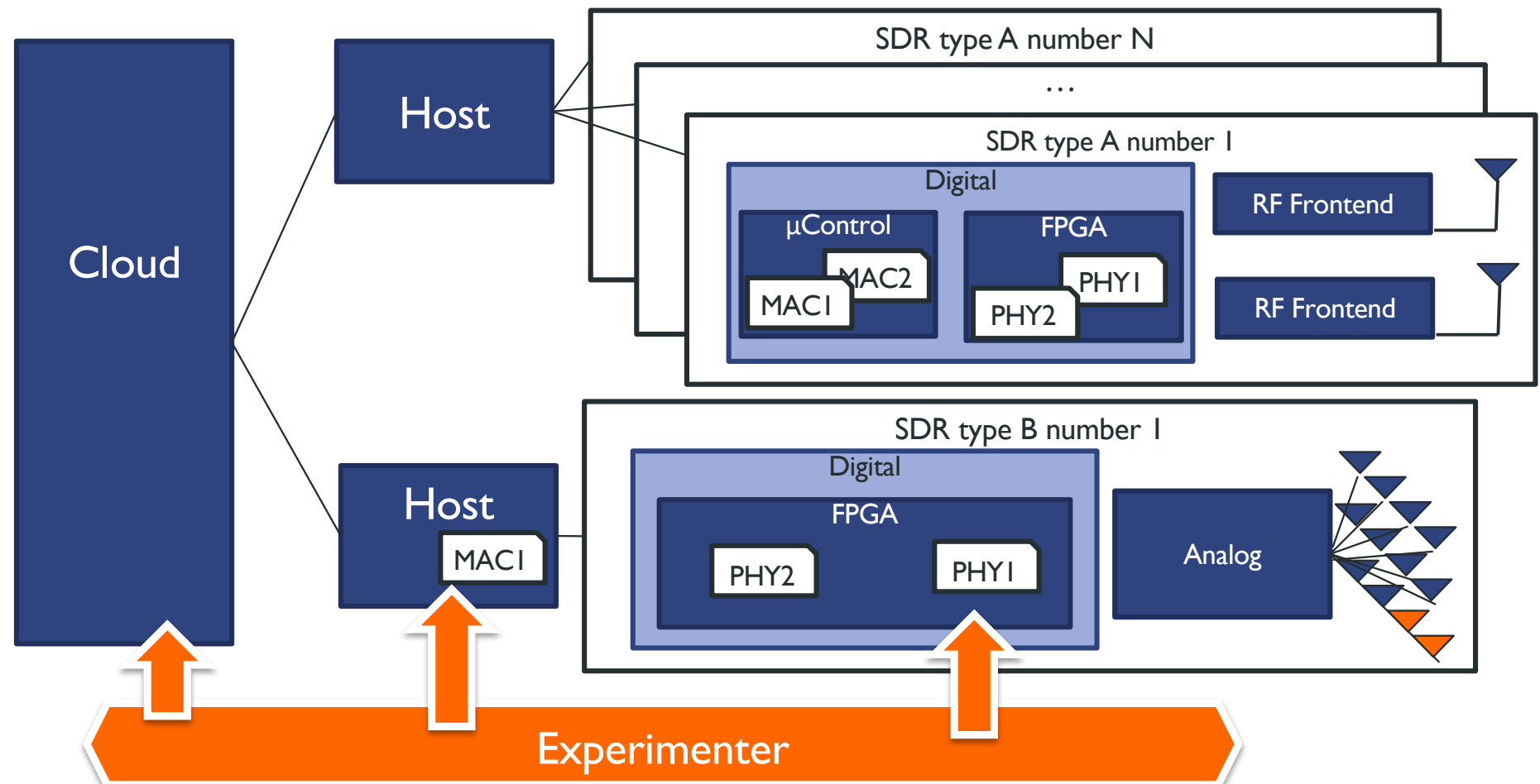


## SCOPE

**Compose, reconfigure and reprogram** wireless devices at runtime

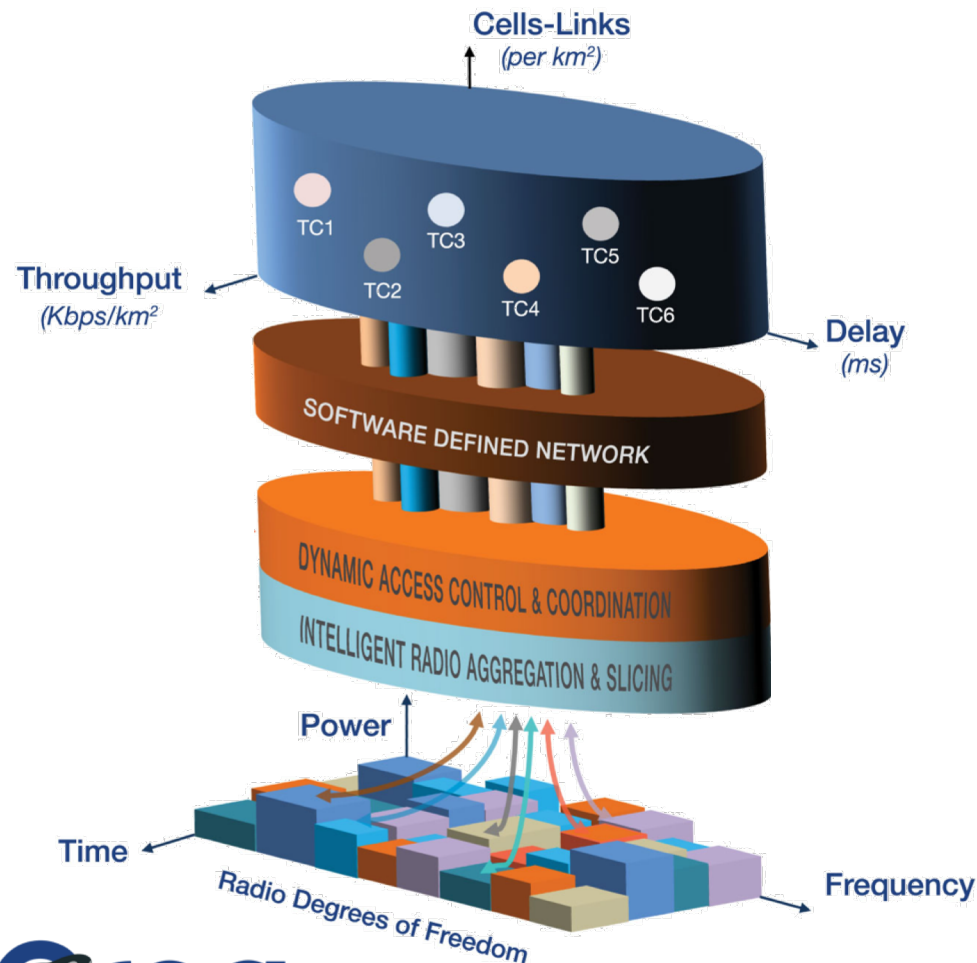


# ORCA AMBITION: RUNTIME CONTROL OF MULTIPLE NETWORKED SDRs



## SCOPE

### Bridging **SDR** and **SDN**



to drive end-to-end wireless network innovation by **bridging real-time SDR and SDN** exploiting maximum flexibility at radio level, medium access level and network level, to meet very diverse application requirements

### MAPPING OF RADIO RESOURCE SLICES TO SDN FLOWS

## SOME TECHNICAL HIGHLIGHTS



- makes SDR talk to commercial devices
- creates multiple radio interfaces on a single SDR for free
- enables infrastructure sharing
- makes real-time experimentation with SDR as easy as simulations
- offers flexible low-latency MAC-PHY architecture
- provides in-band full-duplex capable SDRs for high-throughput networking experimentation
- offers 5G mmWave system at 26 GHz with compact multi-beam antenna array
- offers hierarchical orchestration of end-to-end network slices through SDR-SDN integration



# ORCA MAKES SDR TALK TO COMMERCIAL DEVICES



IEEE802.15.4 & IEEE 802.11  
compliant transceivers  
with complete  
communication stack

— IEEE 802.15.4 link  
— IEEE 802.11 link



Commercial off the shelf Nodes



TAISC flexible MAC platform can talk to any IEEE 802.15.4 compliant commercial chips  
With the native Linux driver framework, SDR behaves like a commercial Wi-Fi card

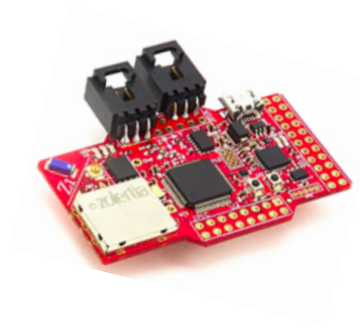
EASY CUSTOMIZATION ON TOP OF WELL-PROVEN WIRELESS STANDARDS



ORCA-PROJECT.EU

# ORCA MAKES SDR TALK TO COMMERCIAL DEVICES

EASY CUSTOMIZATION ON TOP OF WELL-PROVEN WIRELESS STANDARDS



IEEE 802.15.4	CC2538 (commercial chip)	ORCA solution		
		Narrower BW	Standard	Wider BW
Data Rate (kbps)	250	31.25	250	2000
Bandwidth (MHz)	2	0.25	2	16
RTT (ms) [20 bytes in the air]	1.79	14.08	1.39	0.213
Sensitivity (dBm)	-97	-107	-98	-90
Range (m)	110	347	123	49

High reliability

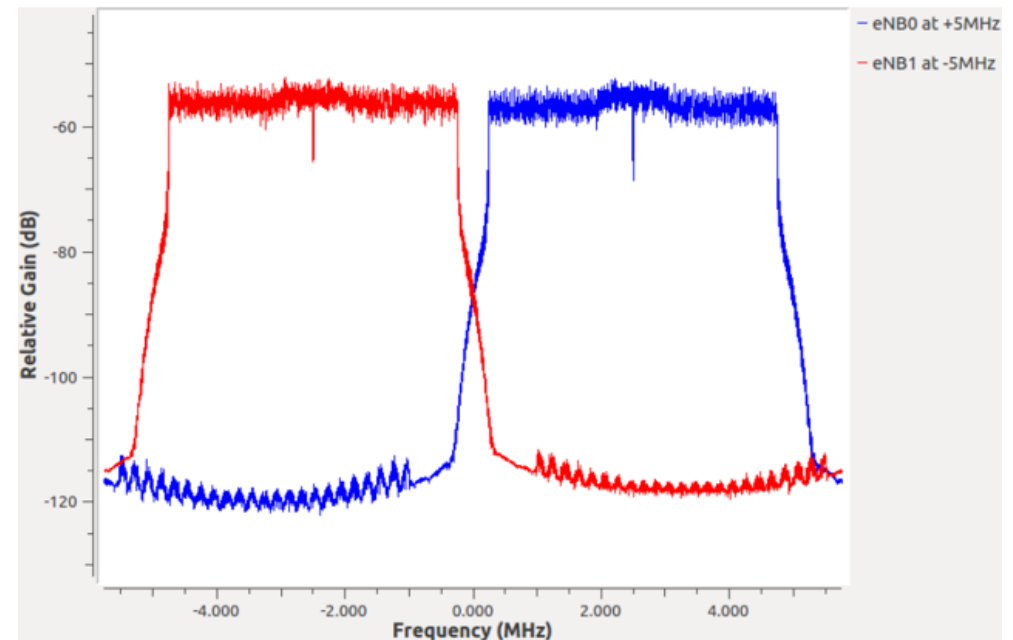
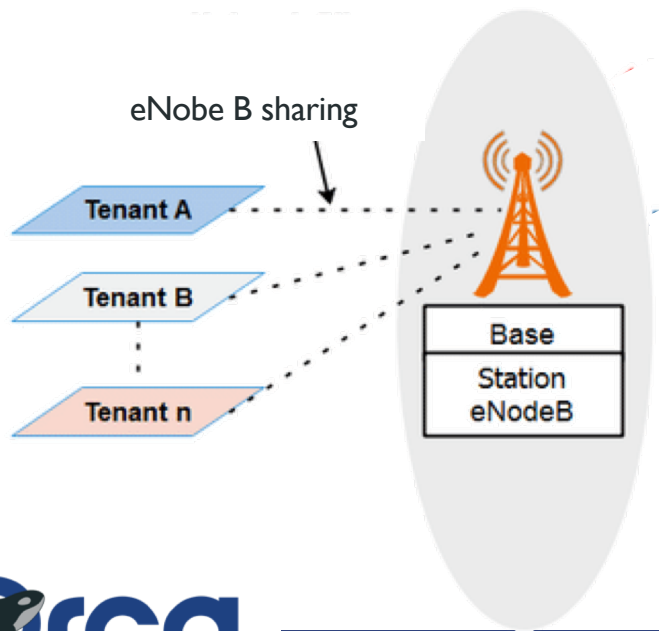
Low latency



# ORCA ENABLES INFRASTRUCTURE SHARING

## Virtualization: eNodeB infrastructure sharing

- Each operator uses its own spectrum
- Maximum 20MHz bandwidth achieved in total
- maximum 3 eNBs
  - 10+10MHz, 5+5+10MHz: 72Mbps
  - 5+5+5MHz: 54Mbps

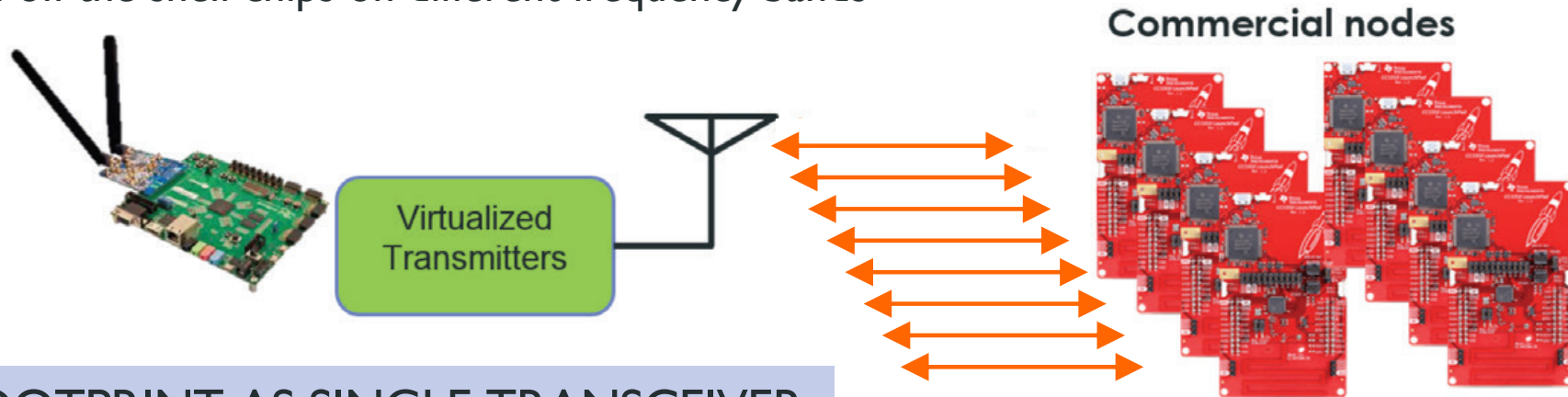


Runner up of best paper competition WiNTECH 2017

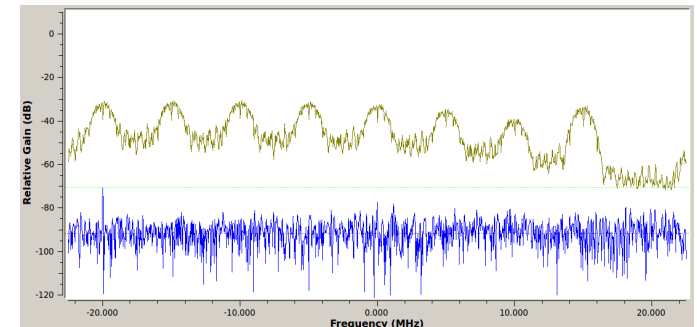
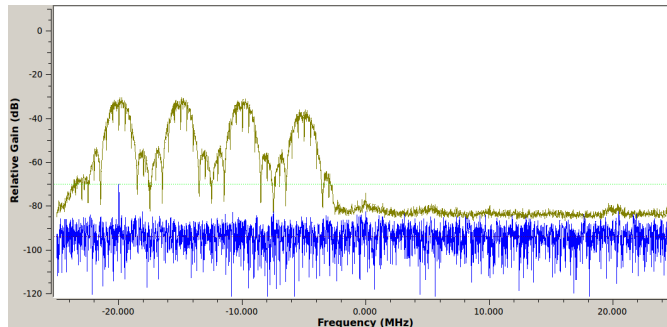
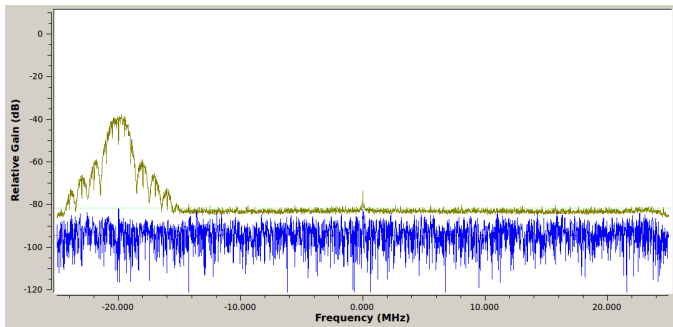


# ORCA CREATES MULTIPLE RADIO INTERFACES ON A SINGLE SDR FOR FREE

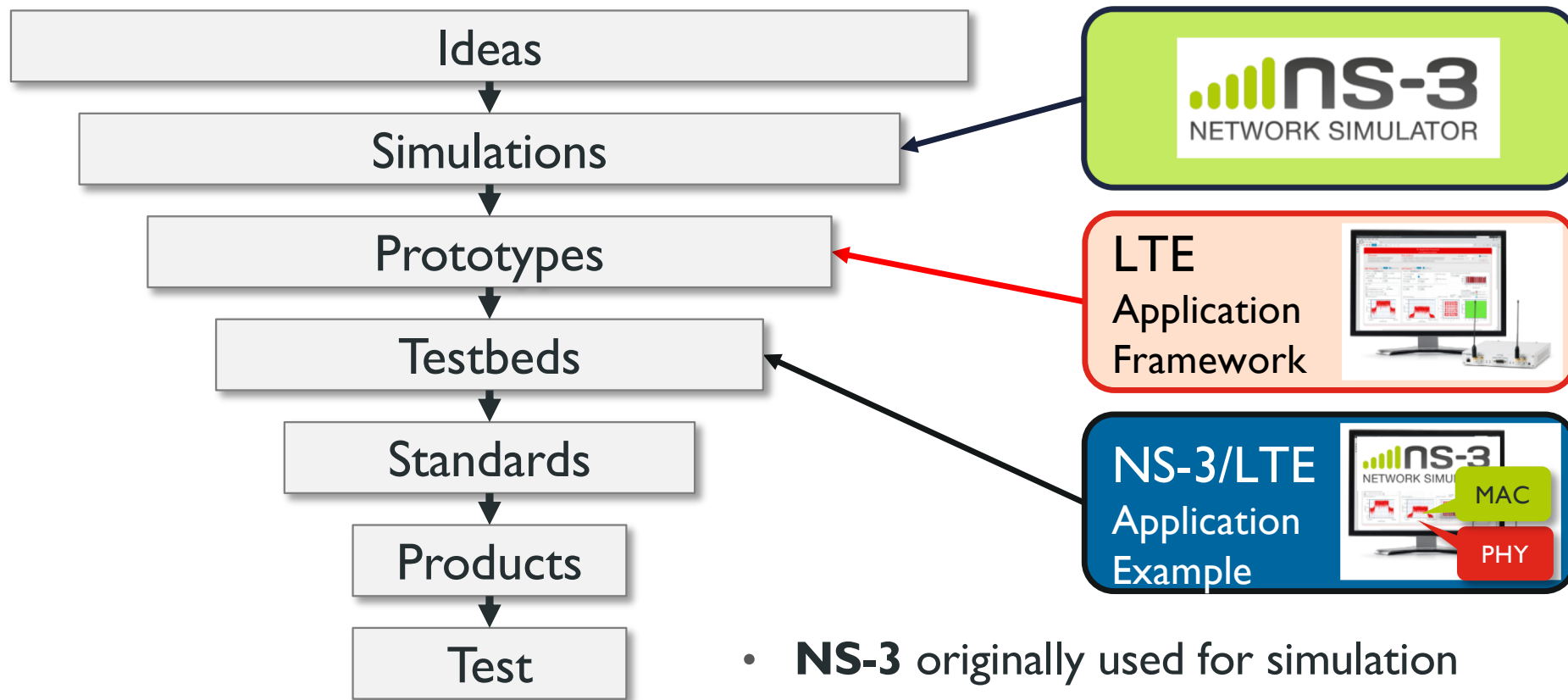
An SDR based hardware virtualized transmitter communicates concurrently with up to 8 commercial off the shelf chips on different frequency bands



SAME FOOTPRINT AS SINGLE TRANSCEIVER

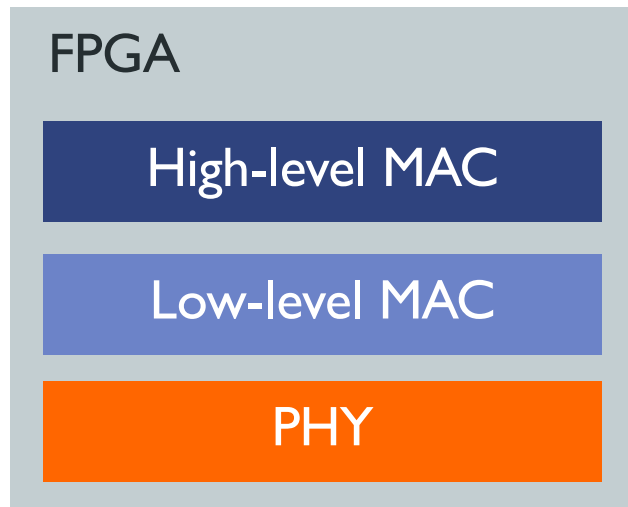


# REAL-TIME EXPERIMENTATION WITH SDR AS EASY AS SIMULATIONS



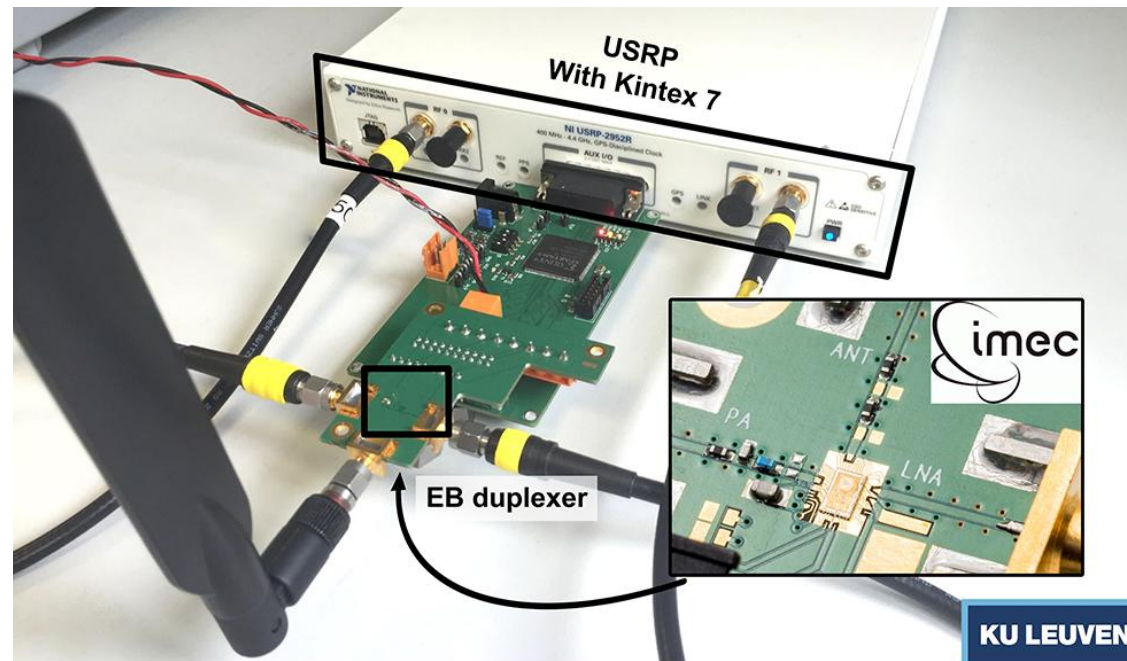
- **NS-3** originally used for simulation
- With **NI LI/L2 API**, experimentation in testbeds is as easy as simulation

## ORCA OFFERS FLEXIBLE LOW-LATENCY MAC-PHY ARCHITECTURE



- Double layer MAC for low-latency performance
- Reconfigurable PHY and low-level MAC in hardware
- 1.3 ms round trip time, including PHY and MAC latency
- Run-time programmable high-level MAC

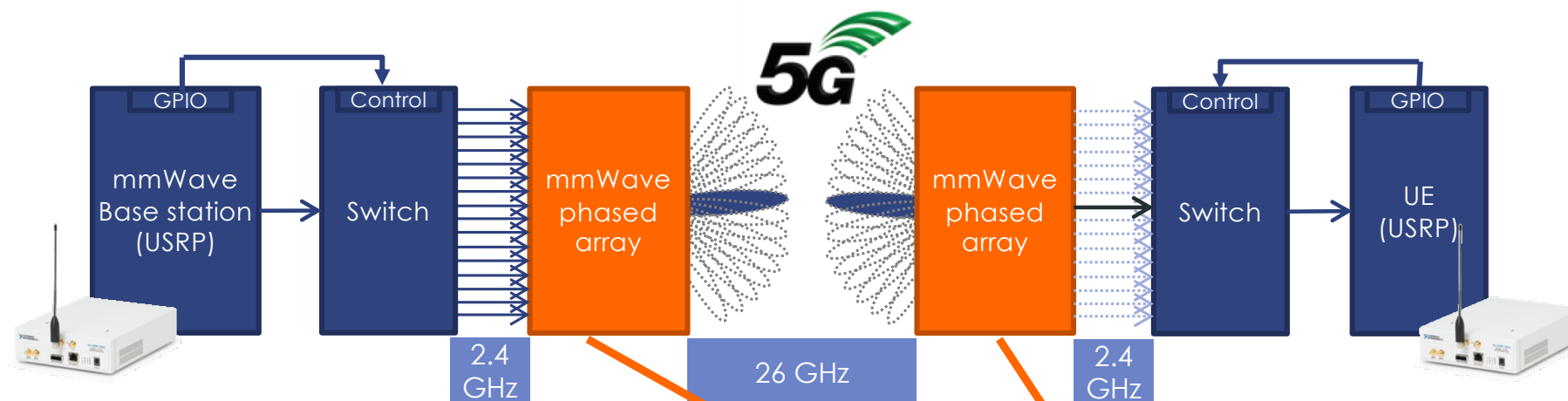
# IN-BAND FULL-DUPLEX CAPABLE SDRs FOR HIGH-THROUGHPUT NETWORKING EXPERIMENTATION



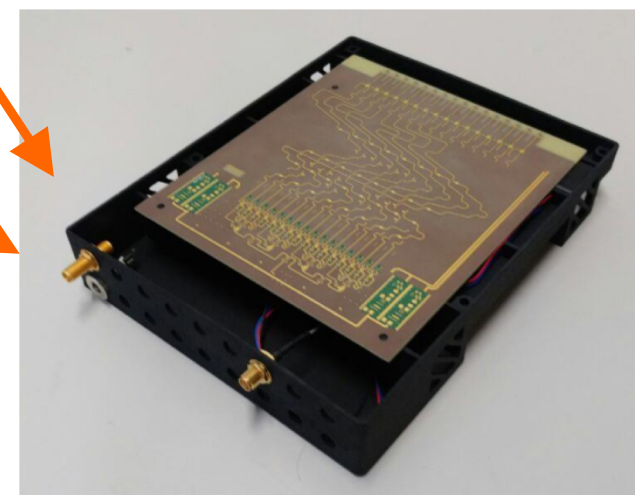
50 dB analog self-interference rejection

40 dB > digital Tx-Rx isolation

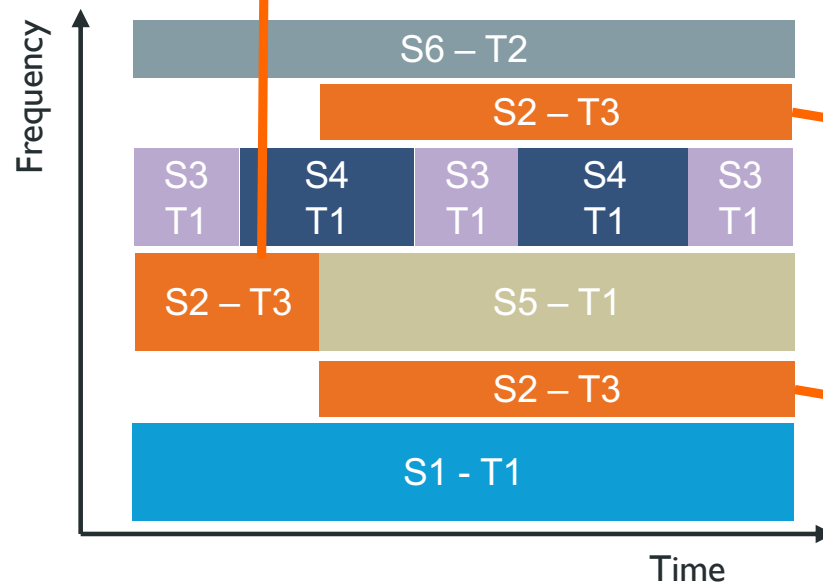
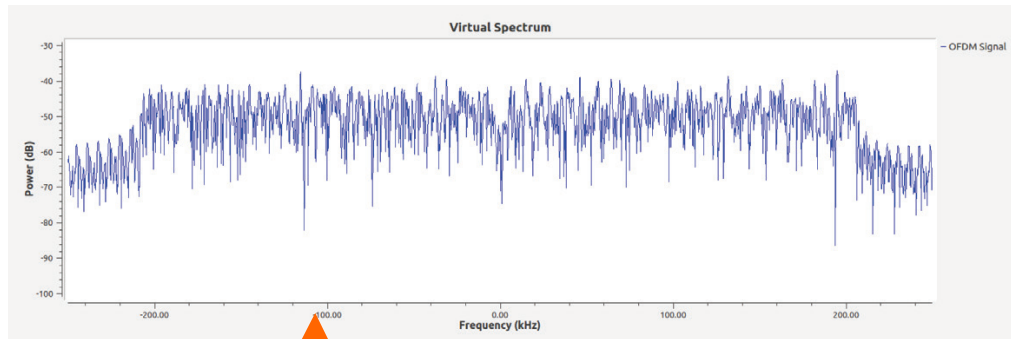
# 5G MMWAVE SYSTEM AT 26 GHZ WITH COMPACT MULTI-BEAM ANTENNA ARRAY



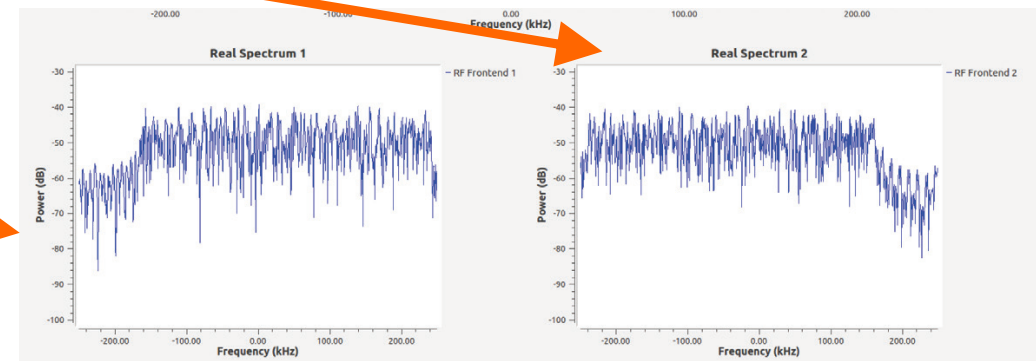
- GFDM PHY + up-conversion of USRP with an oscillator
- multi-beam antenna array with a 16x16 Butler matrix implemented with cost effective PCB technology



# HIERARCHICAL ORCHESTRATION OF E2E NETWORK SLICES



- **SDR-SDN integration**
- Technology-neutral solution for the orchestration of resources across multiple wireless and wired network segments
- Dynamic radio slicing in time & frequency domain



## ORCA FACILITY: ADVANCED SDR CAPABILITIES + TESTBEDS

- **Real-time, low latency** and high throughput operation
- **End-to-end** wireless experimentation (between end nodes, full stack)
- **Data plane** functionality
  - flexible design of PHY, MAC and higher networking layers
  - sub 6 GHz and mmWave technologies
- **Control plane** functionality
  - Runtime orchestration and parametric (re)configuration
  - SDR-SDN integration
- **Management plane** functionality: live HW and SW reprogramming
- Offered in advanced wireless **testbeds**

 **Orca** = ACCELERATING INNOVATION

Experimentation with new radios BEFORE commercially available on the market



# WIRELESS INNOVATION - HOW?

THEORETICAL ANALYSIS	SIMULATION	EXPERIMENTATION
<ul style="list-style-type: none"> <li>😊 Link level models &amp; analysis <ul style="list-style-type: none"> <li>• PHY design</li> <li>• Channel models</li> </ul> </li> <li>😊 (Best case) system capacity models</li> <li>😊 Static &amp; deterministic systems</li> <li>😞 Dynamic &amp; non-deterministic systems</li> <li>😞 Hard to model beyond PHY/link</li> <li>😞 Hard to model realistic environments and wireless impairments: interference, multi-path, fading, shadowing...</li> <li>😞 Hard to take into account hardware/implementation related constraints</li> </ul>	<ul style="list-style-type: none"> <li>😊 Network level analysis</li> <li>😊 Easy implementation</li> <li>😊 No need for hardware</li> <li>😊 Controlled environment (e.g. topology)</li> <li>😊 Scalability analysis</li> <li>😞 Limited realism <ul style="list-style-type: none"> <li>• oversimplified channel models</li> <li>• unrealistic scenarios</li> <li>• hard to simulate interference</li> <li>• hardware constraints not considered</li> <li>• synthetic data sets may not work</li> <li>• WRONG assumptions</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>😊 Realistic wireless environments (e.g. collision domain, coexistence, (self)interference, mobility...)</li> <li>😊 Real hardware</li> <li>😊 Real applications</li> <li>😞 Limited by off-the-shelf hardware platforms and drivers</li> <li>😞 More complex implementation <ul style="list-style-type: none"> <li>• hardware dependent</li> <li>• often needs reverse engineering</li> </ul> </li> <li>😞 Small to medium scale experiments</li> <li>😞 Reproducibility?</li> </ul>



# WIRELESS INNOVATION - HOW?

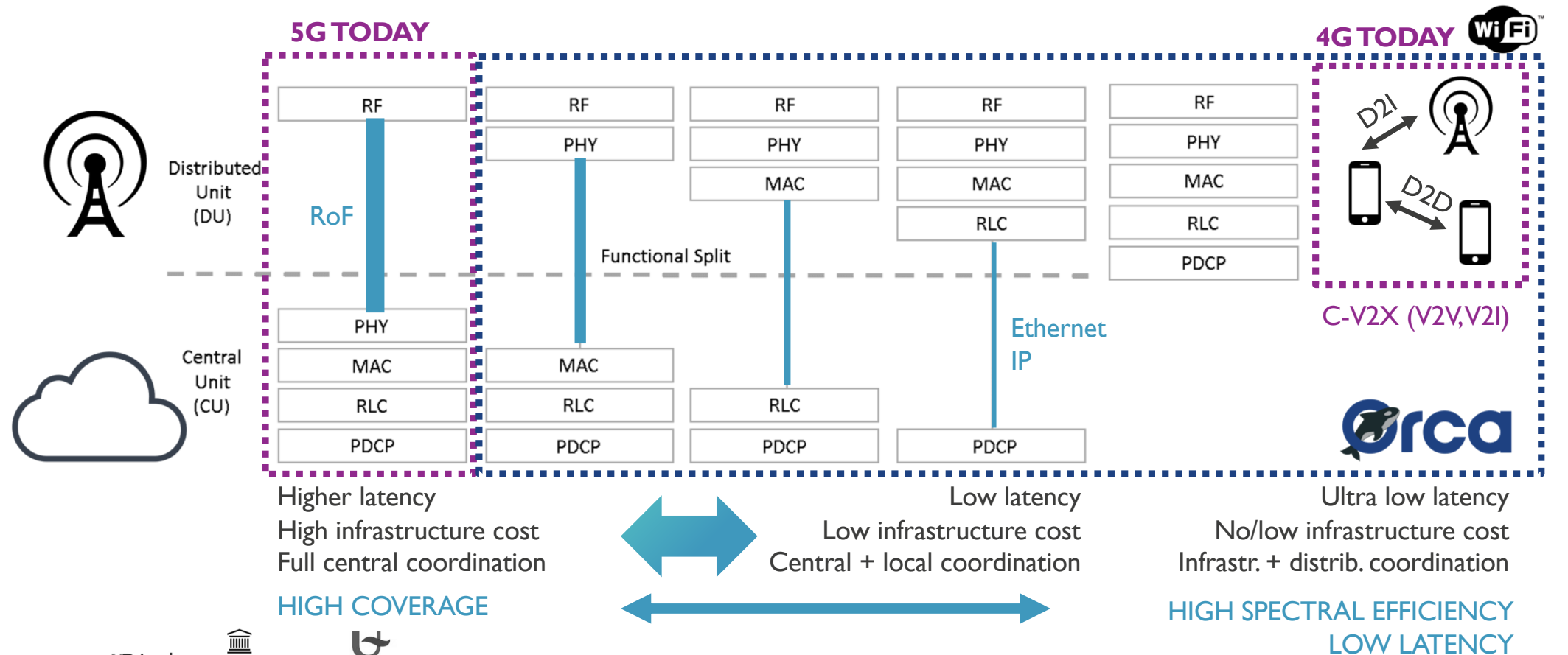
THEORETICAL ANALYSIS	SIMULATION	EXPERIMENTATION
<ul style="list-style-type: none"> <li>😊 Link level models &amp; analysis                             <ul style="list-style-type: none"> <li>• PHY design</li> <li>• Channel models</li> </ul> </li> <li>😊 (Best case) system capacity models</li> <li>😊 Static &amp; deterministic systems</li> <li>😞 Dynamic &amp; non-deterministic systems</li> <li>😞 Hard to model beyond PHY/link</li> <li>😞 Hard to model realistic environments and wireless impairments: interference, multi-path, fading, shadowing...</li> <li>😞 Hard to take into account hardware/implementation related constraints</li> </ul>	<ul style="list-style-type: none"> <li>😊 Network level analysis</li> <li>😊 Easy implementation</li> <li>😊 No need for hardware</li> <li>😊 Controlled environment (e.g. topology)</li> <li>😊 Scalability analysis</li> <li>😞 Limited realism                             <ul style="list-style-type: none"> <li>• oversimplified channel models</li> <li>• unrealistic scenarios</li> <li>• hard to simulate interference</li> <li>• hardware constraints not considered</li> <li>• synthetic data sets may not work</li> <li>• WRONG assumptions</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>😊 Realistic wireless environments (e.g. collision domain, coexistence, (self)interference, mobility...)</li> <li>😊 Real hardware</li> <li>😊 Real applications</li> <li>😊 Limited by off-the-shelf hardware platforms and drivers</li> <li>😊 More complex implementation                             <ul style="list-style-type: none"> <li>• hardware dependent</li> <li>• often needs reverse engineering</li> </ul> </li> <li>😊 Reproducibility</li> <li>😞 Small to medium scale experiments</li> </ul>



FUTURE VISION – 5G IS GREAT

# DRIVERS FOR 5G - SOFTWAREORIZATION

- Using software rather than hardware to perform the processing of radio and network functions
- Great for non real-time (NRT) services, but RT services need hardware acceleration close to antenna

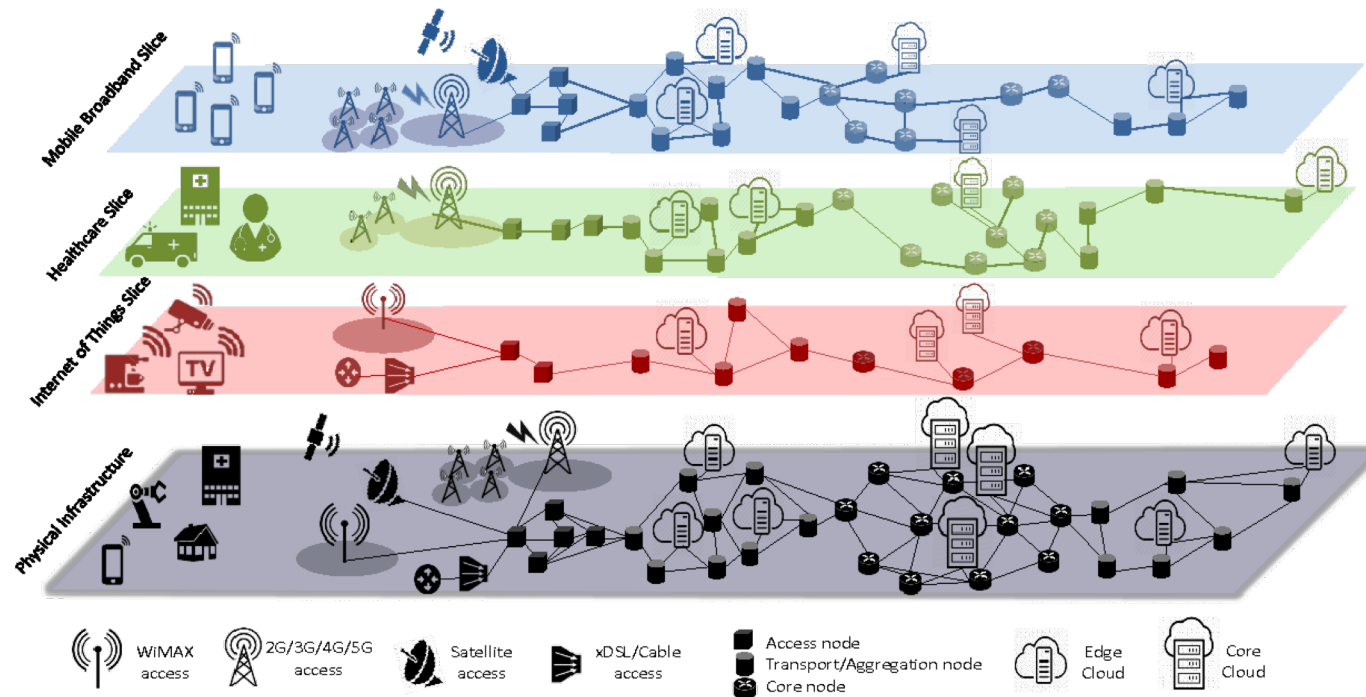


# DRIVERS FOR 5G - NETWORK VIRTUALIZATION

- Sharing of physical network resources by creation of isolated virtual networks (network slices)
- Each network slice can be individually configured to serve a particular purpose (vertical), guaranteeing a particular set of performance characteristics
- SDN centralized control of network slices



offers radio virtualization and customization serving diverging needs within a single vertical

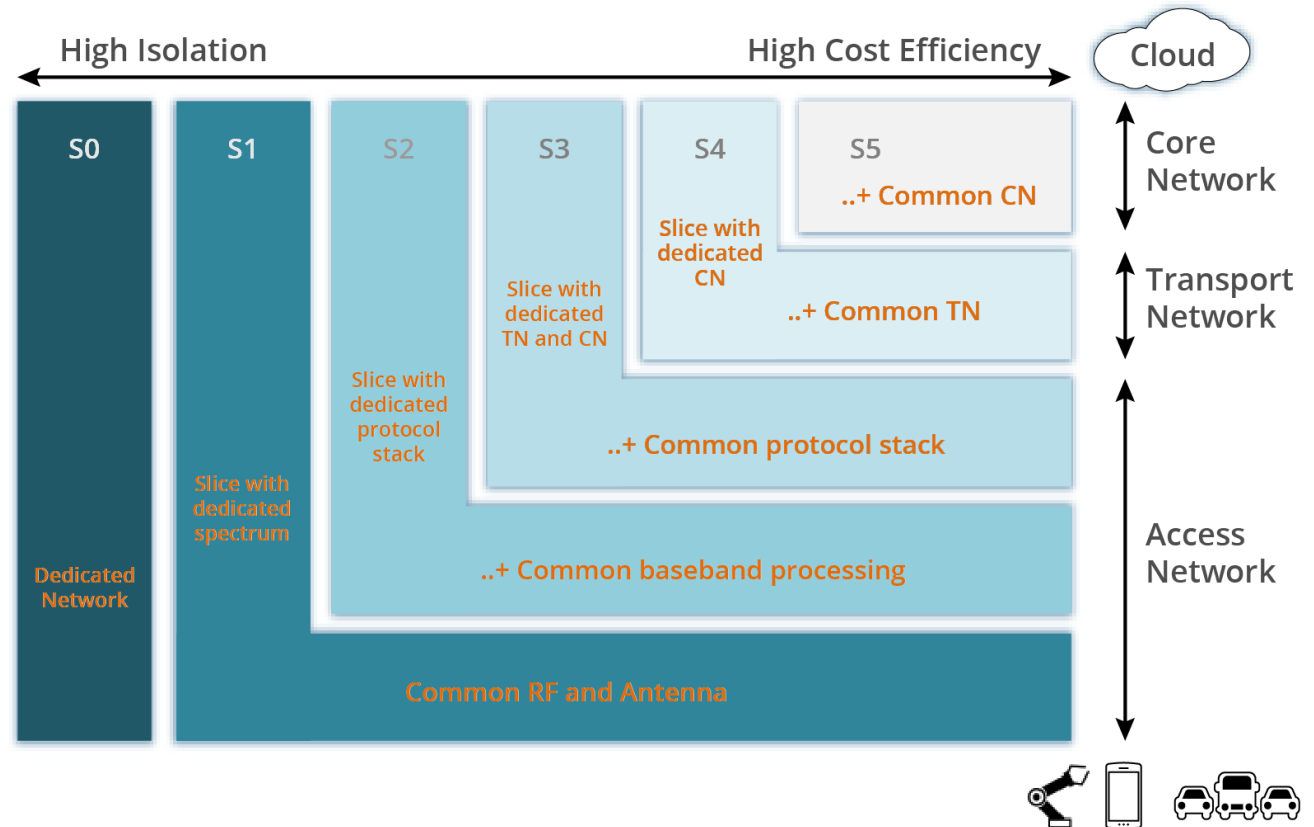


# DRIVERS FOR 5G - NETWORK VIRTUALIZATION

## ■ Isolation versus infrastructure sharing



- sharing of SDR infrastructure
- dynamic creation of isolated radio slices
- across heterogeneous technologies sharing the same spectrum
- SPECTRUM EFFICIENCY



# FUTURE VISION – 5G IS GREAT, BUT...


# 5G IS GREAT, BUT... SOME OBSERVATIONS



- **Trade-off between high coverage & spectrum efficiency**
  - new 5G spectrum allocation in sub 6 GHz band (in addition to 2G/3G/4G spectrum)
  - sub 6 GHz band is the most popular spectral band because of its favorable propagation properties
    - very attractive for low cost, low-power end devices
    - BUT spectrum in sub 6 GHz band is scarce and does not scale with increasing application needs
    - exclusive spectrum leads to waste (overprovisioning, as allocation is based on maximum load conditions)
  - **MORE EFFICIENT SPECTRUM SHARING NEEDED RATHER THAN MORE EXCLUSIVE USE**
- **Trade off between isolation and infrastructure sharing**
  - Network slicing access is led by NFV/SDN communities
  - Spectrum sharing and radio slicing requires fine-grained local control in wireless domain
  - **ORCHESTRATION OF E2E SLICING WOULD BENEFIT FROM DOMAIN-SPECIFIC EXPERTISE**
- **Holistic approach** with a “one system fits all” philosophy for supporting different verticals
  - complex and dynamic system with centralized control in the cloud
  - complex and time-consuming standardization process dominated by a few big mobile stakeholders
  - **NEW AND SMALLER PLAYERS WOULD BRING INNOVATION**

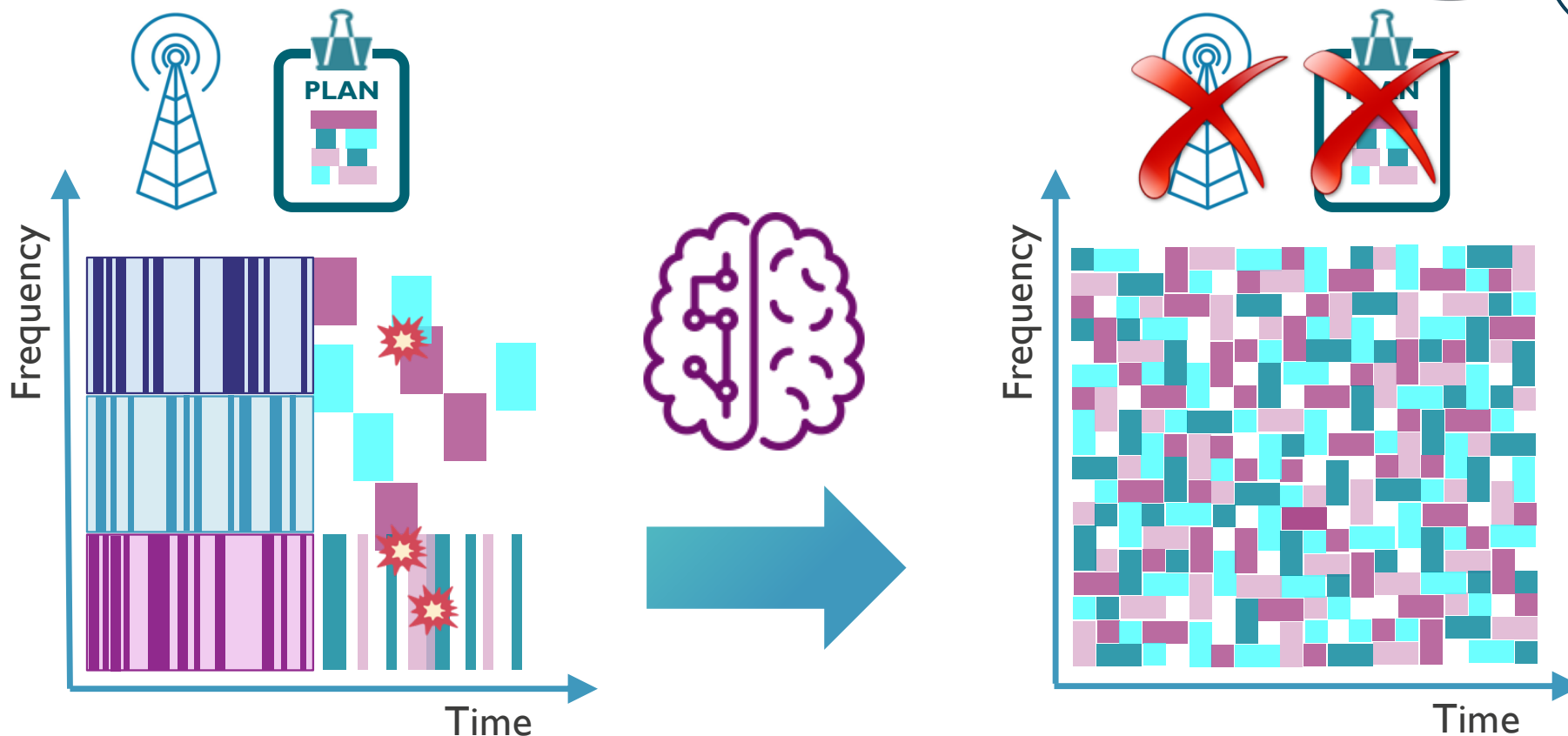


## 5G IS GREAT, BUT... SOME MORE OBSERVATIONS

- Softwarization is great, but low latency will require
  - less soft coding, more hard coding (hardware acceleration)
  - shift of functionality closer to antenna
  - more distributed control (D2D, V2V)
- Some smaller, local, indoor deployments, dynamic environments and niche markets may require local dedicated network solutions in full isolation
- Embedded hardware is also reprogrammable (soft code as well as hard code), cf. 
- 5G holistic approach can lead to vendor lock-in
- Do not ignore the role of service providers and local/private operators in future network development & deployment
- Do not ignore parallel evolutions, cf. DARPA spectrum collaboration challenge



# DISTRIBUTED & COLLABORATIVE SPECTRUM SHARING



DISTRIBUTED INTELLIGENCE LEADS TO MORE EFFICIENT USE OF SPECTRUM!

DO NOT IGNORE INNOVATION IN END DEVICES

# Orca TEAM DOUBLE PRIZE WINNER OF DARPA SC2 COMPETITION

Dec. 2017



2 x  
750 000 \$

Dec. 2018



PAYLINE WINNERS	
	ZYLIUM
	MARMOTE
	SPRITE
	EREBUS
	GATORWINGS
	SCATTER
	BAM! WIRELESS
	DRAGON RADIO
	HOW MAKE RADIO
	STRAWBERRY JAMMER
	ANDERSONS
	SODIUM-24
	AIPACA
	SHARE THE PIE
	AIR ORANGE

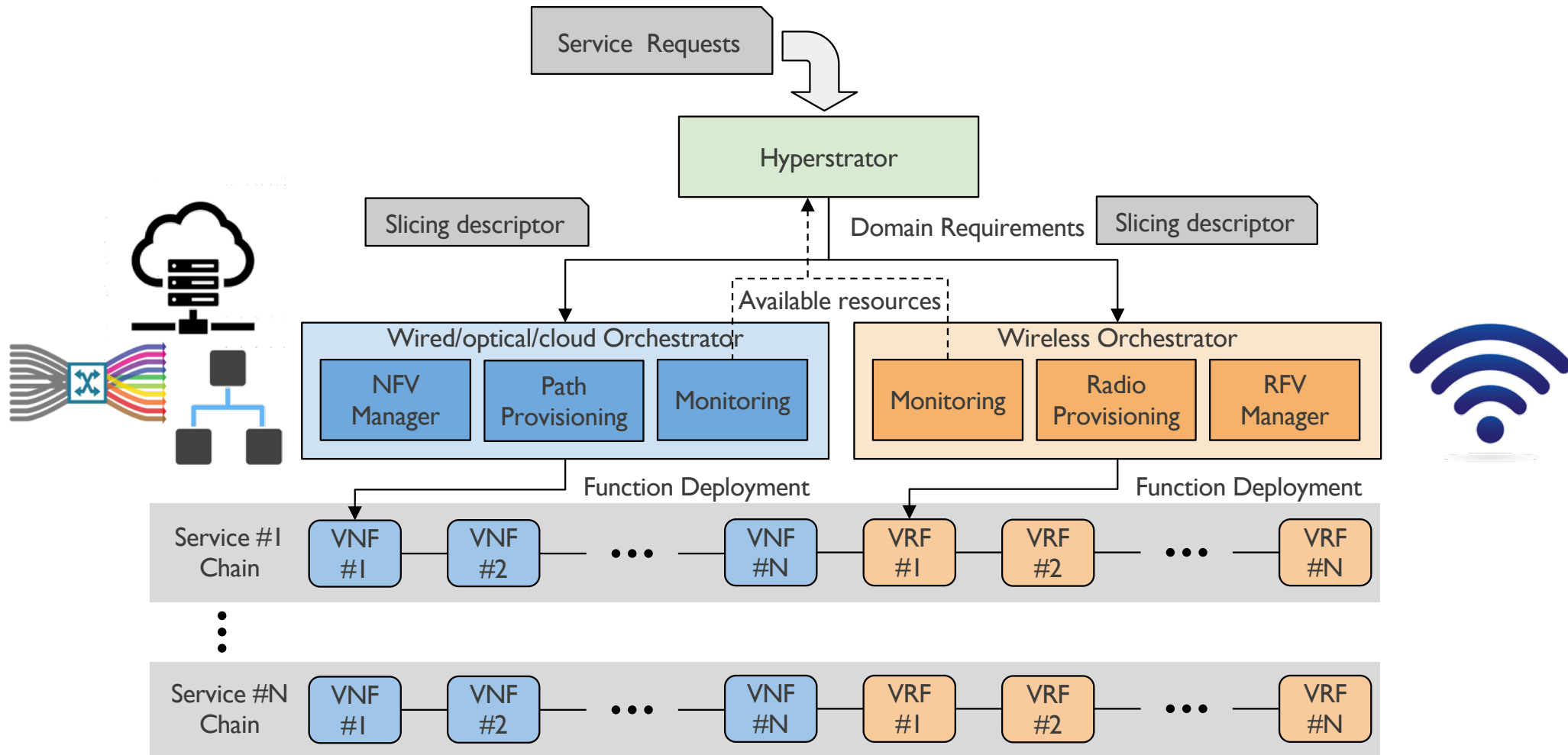
# FUTURE VISION – THERE IS MORE THAN 5G

# ORCA END-TO-END VISION

## MOTIVATION

- DIFFERENT NETWORK SEGMENTS
  - built for different purposes
  - different media (optical fibre, copper cables, and wireless) with different technologies & protocols
  - HOW TO COMBINE INTO END-TO-END SLICE?
  - HOW TO GUARANTEE SUFFICIENT FINE-GRAINED RESOURCE CONTROL IN DIFFERENT SEGMENTS?
  
- WIRED VERSUS WIRELESS
  - wired: predictable and known capacity
  - wireless: variable capacity
    - due to the inherent stochastic nature of the wireless medium
    - due to interference (broadcast nature of wireless links)
    - due to mobility
  - DIFFERENT ABSTRACTIONS AND MODELS!

# ORCA END-TO-END VISION: HIERARCHICAL ORCHESTRATION

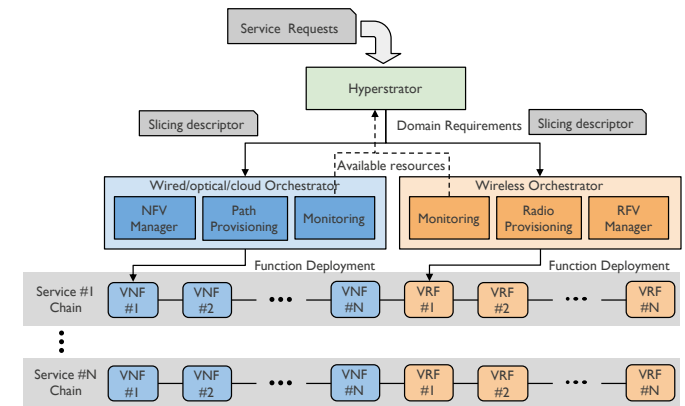


# ORCA END-TO-END VISION

## HIERARCHICAL ORCHESTRATION

### ■ HYPERSTRATOR

- orchestrator of orchestrators
  - entity with a global view of the available resources and the capabilities of each orchestrator
  - coordination the interaction between the underlying virtualized infrastructure
  - aware of the ingress/ingress points between network segments
  - mapping high-level E2E network requirements into the requisites for the different networks segments
- Different types of **ORCHESTRATORS** for different types of segments
- each orchestrator maps own requisites into a realization using the available virtualized resources
  - each orchestrator is responsible for its part of the service in the chain of virtual or physical network functions and radio functions



## ORCA END-TO-END VISION: BENEFITS

- **MODULAR**: specialized segment orchestrator designed by domain experts
- **ROBUST**: less vulnerable to single point of failure
- **UPGRADABLE**: easy and independent changes or upgrades
- **EXTENSIBLE**: easy integration of orchestrators that manage additional/future types of network segments
- **TECHNOLOGY NEUTRAL**: not restricted to 5G technologies & specific spectral bands
- **SIMPLIFIED STANDARDISATION**
  - focus on open interfaces (1) expressing service requirements to hyperstrator and (2) expressing high-level functional description of slices between hyperstrator and underlying segments orchestrators
  - yields more freedom for solutions within segments
  - minimize risks of dependencies and lock in





## ORCHESTRATING NEXT-GENERATION SERVICES THROUGH END-TO-END NETWORK SLICING

• Joao F. Santos ([facocall@tcd.ie](mailto:facocall@tcd.ie))<sup>1</sup>, Jonathan van de Belt ([vandebej@tcd.ie](mailto:vandebej@tcd.ie))<sup>1</sup>,  
Wei Liu ([wei.liu@ugent.be](mailto:wei.liu@ugent.be))<sup>2</sup>, Vincent Kotzsch ([vincent.kotzsch@ni.com](mailto:vincent.kotzsch@ni.com))<sup>3</sup>,  
Gerhard Fettweis ([gerhard.fettweis@tu-dresden.de](mailto:gerhard.fettweis@tu-dresden.de))<sup>4</sup>, Ivan Seskar ([seskar@winlab.rutgers.edu](mailto:seskar@winlab.rutgers.edu))<sup>5</sup>, Sofie Pollin ([sofie.pollin@esat.kuleuven.be](mailto:sofie.pollin@esat.kuleuven.be))<sup>6</sup>, Ingrid Moerman  
([ingrid.moerman@ugent.be](mailto:ingrid.moerman@ugent.be))<sup>2</sup>, Luiz A. DaSilva ([dasilva@tcd.ie](mailto:dasilva@tcd.ie))<sup>1</sup>, Johann  
Marquez-Barja ([Johann.Marquez-Barja@uantwerpen.be](mailto:Johann.Marquez-Barja@uantwerpen.be))<sup>7</sup>

CONNECT - Trinity College Dublin<sup>1</sup>, IMEC – Ghent University<sup>2</sup>, National Instruments<sup>3</sup>,  
Technische Universitat Dresden<sup>4</sup>, Rutgers University<sup>5</sup>, University of Leuven<sup>6</sup>, IMEC-  
Antwerp University<sup>7</sup>





INSPIRED BY...



Orchestration and Reconfiguration  
Control Architecture



SPECTRUM  
COLLABORATION  
CHALLENGE